

even more!

THE INCREDIBLE MACHINE



the
hint book

even more!

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Dynamix
INTERACTIVE ENTERTAINMENT

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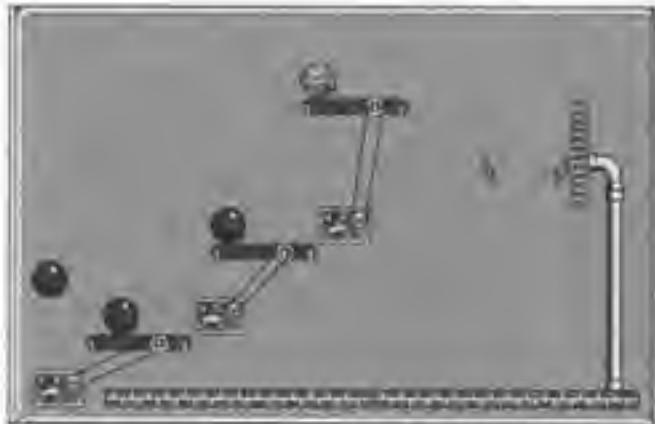
CD-ROM 600

OVER 1000!

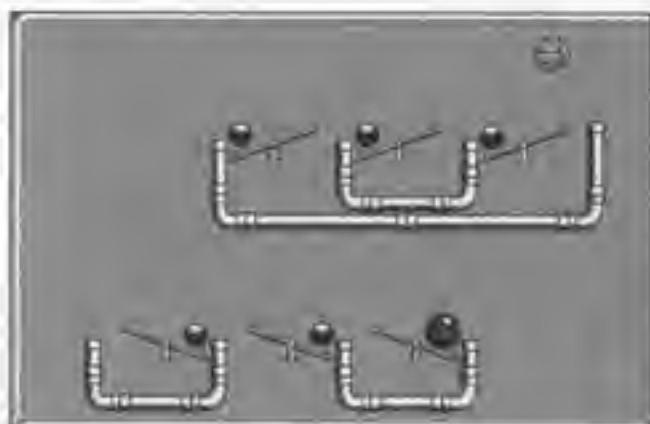
THE INCREDIBLE MACHINE™

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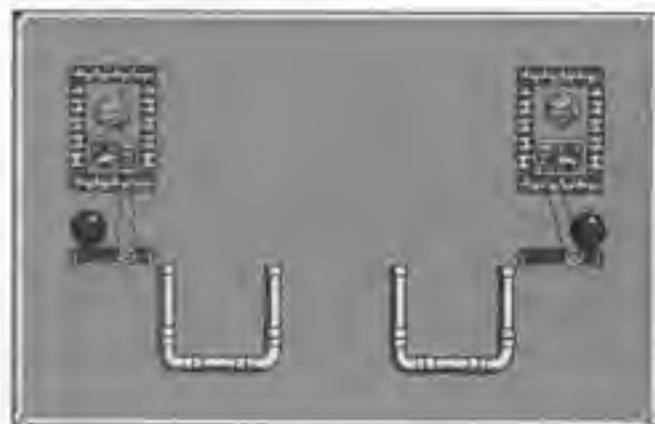
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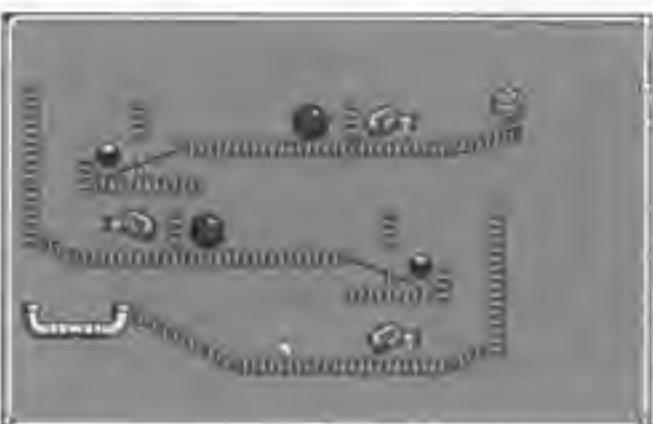
PUZZLE 1:
THE CONVEYOR BELTS ARE LOCKED IN PLACE. SET MOUSE-CAGES TO CONVEYORS TO PROPEL BOWLING BALLS. FALLING BOWLING BALL CAN TRIGGER A MOUSE CAGE, PROPULSING A BOWLING BALL TO ANOTHER MOUSE CAGE, PROPELLED ANOTHER BALL INTO ANOTHER CAGE, EVENTUALLY DUNKING BASKETBALL.



PUZZLE 4 : MACHINE
THE FIRST 2 SEESAWS GIVE THE SOLUTION. PLACE SEESAWS UNDER EACH BALL.



PUZZLE 2 : SIERRA
THE PUZZLE DESCRIPTION GIVES IT AWAY. REVERSE MOUSE CAGE DIRECTION TO PROPEL BOWLING BALL LEFT RATHER THAN RIGHT.



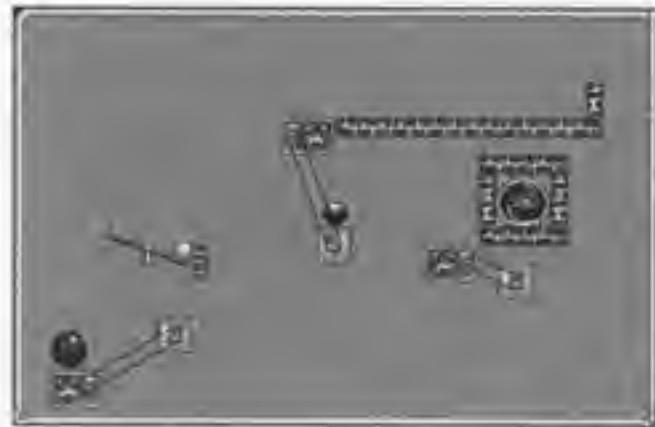
PUZZLE 5 : DISK
YOU'LL LEARN BOXING GLOVE CAN FUNCH BOWLING BALL. ALL YOU NEED ARE A FEW SEESAWS UNDER THE CAN-BONBALLIS. TO FLIP THEM TOWARD THE BOXING GLOVES.



PUZZLE 3 : DYNAMIX
THE LEFT BELLows SHOWS THE SOLUTION. BELLows BLOWS BALLOON TOWARD SHARP OBJECTS. YOU'LL LEARN THAT ROTATING GEARS CAN POP BALLOONS.



PUZZLE 6 : SHUTTLE
TRAMPOLINE PLACEMENT IS THE KEY. RUN THE PUZZLE. PLACE A TRAMPOLINE WHERE BASKETBALL FALLS OFF THE SCREEN. REPEAT THIS FOR EACH TRAMPOLINE.



PUZZLE 7 : SATURN
THE TENNIS BALL WILL ALWAYS HIT THE UPPER MOUSE-CAGE BELT THAT CAGE TO MIDDLE JACK-IN-BOX. BELT A MOUSE CAGE TO RIGHT JACK-IN-BOX AND MAKE SURE CANNON-BALL HITS THIS CAGE.

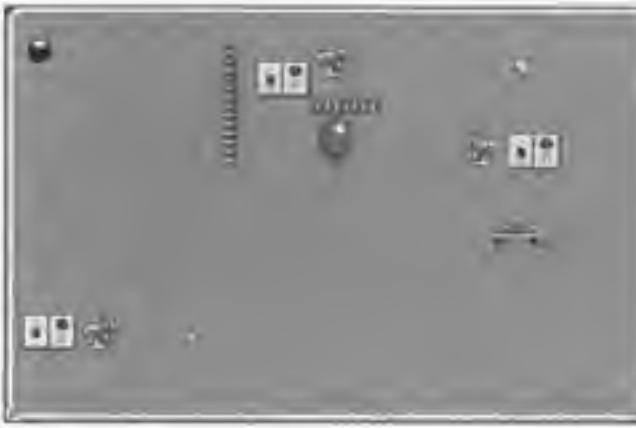


PUZZLE 10 : ANTS
THE BUCKET WILL ALWAYS FALL ONTO SEESAW. TIE ROPE FROM SEESEAW TO RIGHT PULLEY TO GUN TO SHOOT GUN IN A SEPARATE ACTION. TIE A BUCKET TO LEFT PULLEY TO GUN TO SHOOT THAT GUN. YOU'LL LEARN PULLEY'S FULL RANGE IN USEFUL DIRECTIONS.

PUZZLE 8 : KING
BALLS LAND ON AND SQUEEZE BELLOWS. BELLOWS BLOW WINDMILLS. BELTED WINDMILLS TURN CONVEYOR BELTS. CONVEYOR BELTS PROPEL BALLS. REPEAT THIS FOR EACH BELLOWS. BELLOWS POSITIONING IS CRITICAL. FLIP WINDMILLS TO TURN CONVEYORS IN PROPER DIRECTION, SO BALLS CAN LAND ON NEXT BELLOWS.



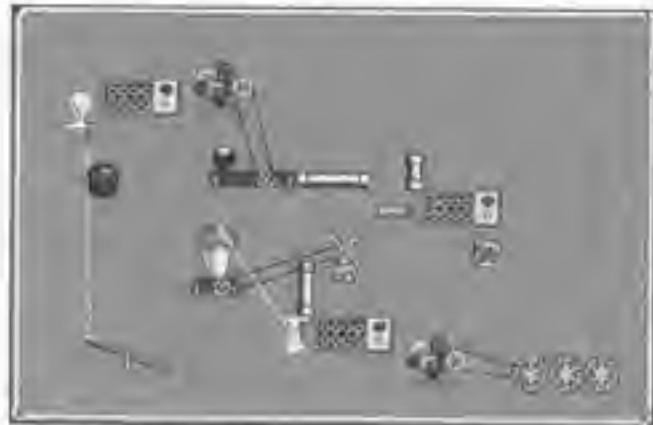
PUZZLE 9 : DRAGON
A TRAMPOLINE CAN BOUNCE THE FALLING BASEBALL BACK UP TO THE SCISSORS. FINISH THE PUZZLE WITH THE CANNON-BALL FALLING ON THE OTHER SCISSORS. THE SCISSORS WILL CUT THE ROPES SO THE BUCKETS CAN FALL.



PUZZLE 11 : BASEBALL
PLUG THE FANS INTO THE OUTLETS. PLUG A FAN INTO THE LEFT OUTLET. THE FALLING CANONBALL TRIGGS IT ON. TURN ON THE RIGHT SWITCH WITH THE FALLING BASEBALL BY PLACING A TRAMPOLINE BELOW THE SWITCH. THE BASEBALL WILL BOUNCE UP TO TURN ON THE SWITCH. POINT THE FAN ON THE RIGHT TOWARD THE BALLOON TO BLOW THE BALLOON INTO THE MIDDLE SWITCH TO FINISH THE PUZZLE.

PUZZLE 12 : BEAR
WORK BACKWARDS FROM THE PROBLEM. ONLY THE FAN CAN AFFECT TENNIS BALL. POINT FAN TOWARD TENNIS BALL. PLUG FAN INTO GENERATOR BELT GENERATOR TO MOUSE CAGE. BASKETBALL CAN TRIGGER MOUSE-CAGE BELT. BASKETBALL'S CONVEYOR TO MOTOR (WHEEL) POINTED RIGHT. PLUG MOTOR INTO GENERATOR BELT. GENERATOR TO WINDMILL. FAN BLOWS WINDMILL.





PUZZLE 13 : FISH

WORK BACKWARDS FROM THE PROBLEM. BELT MOTOR TO GEARS. TIE LOWER LIGHT BULB TO BUCKET. BELT CONVEYOR TO WINDMILL. FAN BLOWS WINDMILL. FLASHLIGHT POWERS SOLAR CELL AND FAIR CANNONBALL TRIGGERS FLASHLIGHT. MOTOR PLUGGED INTO TOP SOLAR CELL STARTS THE BALL ROLLING.



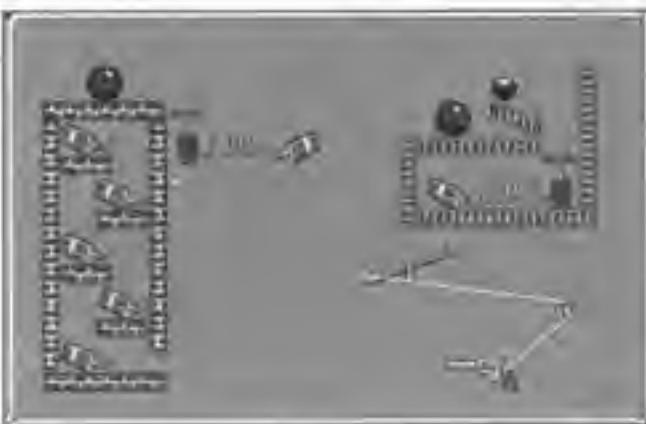
PUZZLE 16 : SIZE

START PUZZLE AND WATCH WHERE BOWLING BALL PASSES NEAR RIGHT ROCKET. PLACE A FLASHLIGHT AND LENS HERE TO IGNITE ROCKET. PLACE LOWER END OF 1" SEESAW ABOVE ROCKET. TIE LOWER END OF SEESAW TO SOME PULLEYS AND A LIGHT BULB. LIGHT BULB AND LENS CAN LIGHT CANDLE.



PUZZLE 14 : DALE

THE PUZZLE DESCRIPTION SAYS IT ALL. JUST MAKE SURE THE GUIDED CANNONBALLS LAND ON THE FLASHLIGHTS. YOU'LL LEARN THAT LENS ARE ONE-WAY AND MAY NEED TO BE FLIPPED TO WORK PROPERLY.



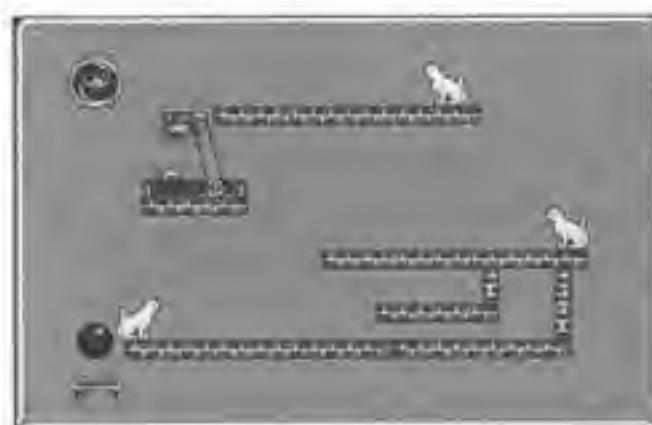
PUZZLE 17 : IRELAND

WATCH THE PUZZLE START. FALLING BOWLING BALL CAN TILT SEESAW. A SEESAW/ROPE/PULLEY COMBINATION CAN SHOOT GUN. GUN DETONATES DYNAMITE. KEY POINT IS TO PLACE DYNAMITE AS FAR LEFT AS POSSIBLE UNDER LEFT BOWLING BALL TO ROLL BALL RIGHT ONTO FLINGER.



PUZZLE 15 : CHESTERTON

START THE PUZZLE BEFORE SOLVING IT AND WATCH IT RUN. BUCKET ALWAYS FALLS. TIE BUCKET TO LIGHT BULB. KEY POINT IS TO PLACE DYNAMITE AS FAR LEFT AS POSSIBLE UNDER BASKETBALL, TO BLOW BASKETBALL INTO RIGHT "HOOP" TO LAND ON FLASHLIGHT TO TRIGGER CANNON. FLIP THE LENS BETWEEN CANNON AND FLASHLIGHT.



PUZZLE 18 : WORD

PLACE TRAMPOLINE UNDER BOWLING BALL TO BREAK FISH-BOWL TO ATTRACT TOP CAT TO ACTIVATE MOUSE CAGE. CONVEYOR UNDER MOUSE PROPELS MOUSE. CATS CHASE MOUSE TO THE GOAL.



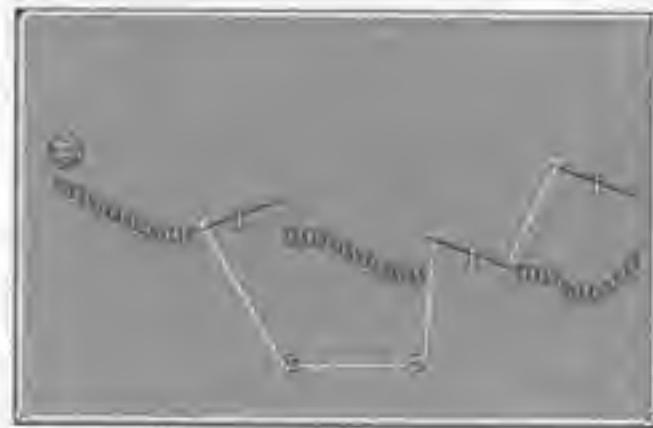
PUZZLE 19 : BRIEF

THE SIMPLEST SOLUTION IS TO TIE THE BIRD CAGE TO THE LEFT MONKEY'S SHADE. TO USE ALL THE PARTS, FALLING BIRD CAGE TURNS ON LIGHT BULB, FIRING ROCKET WHICH BUMPS SEESAW, OPENING LEFT MONKEY'S SHADE.



PUZZLE 22 : PSALMS

BELT LEFT GEARS TOGETHER TO GET READY FOR LEFT BALLOON. BELT RIGHT MONKEY TO GEARS TO POP ANOTHER BALLOON. PUT GEAR ABOVE LEFT OF LEFT SEE-SAW AND BELT TO GEARS UNDER MOUSE-CAGE. LOWER LEFT BALLOON TILTS LEFT SEE-SAW TO TRIGGER LEFT MONKEY TO POP LEFT BALLOON. SEE-SAW SUOLY DEFLATES BALLOON INTO ROTATING GEAR...



PUZZLE 20 : HOT DOG

THE SOLUTION LOOKS SIMPLE, BUT IT HOLDS SUBTLE POINTS. THE SEE-SAWS MUST BE TIED TOGETHER TO WORK PROPERLY. IF THE GAP IS NOT FILLED WITH AN INLINE, THE BASKETBALL FALLS SHORT OF THE GOAL. IN LATER PUZZLES, SEE-SAWS WILL BE TIED TOGETHER TO DEFLECT FALLING OBJECTS, RATHER THAN TILTING. ALSO LATER, INLINES AND PLATFORMS WILL "BUMP" AN OBJECT JUST ENOUGH TO MAKE A SOLUTION WORK.



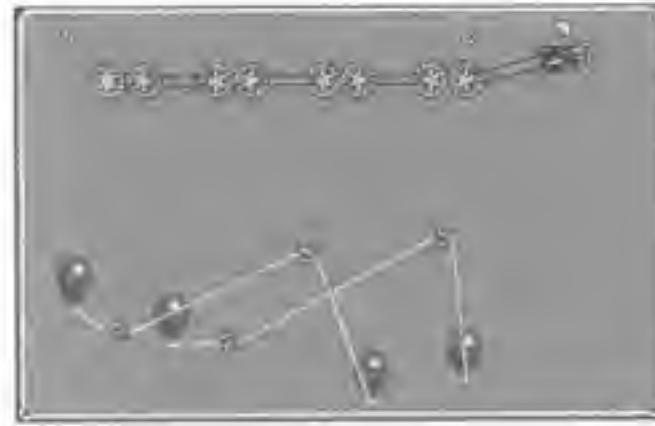
PUZZLE 21 : COUNTDOWN

LAST TUTORIAL PUZZLE. THE ANSWER IS GIVEN TO YOU. IT'S UP TO YOU TO LEARN TO PLACE THE CONVEYORS PROPERLY. USE SMALL CONVEYORS BELTED TO MOUSE CAGES FOR THE SOLUTION.



PUZZLE 23 : TANK

YOU'LL LEARN TWEAKING AND TIMING ARE CRITICAL. PUT SOME GUNS AND PULLEYS ON-SCREEN AND TIE THEM TO SEE-SAWS. CONCENTRATE ON TOP GUN TO GET TOP BASEBALL INTO RIGHT WELL. ONCE SUCCESSFUL, CONCENTRATE ON MIDDLE GUN AND MIDDLE BASEBALL, THEN LOWEST GUN/BALL. NOW TWEAK THE GUN PLACEMENTS FOR ALL BASEBALLS TO LAND IN RIGHT WELL.



PUZZLE 24 : NIGHT

THE TIED BALLOONS SHOW THE SOLUTION. TIE THE LOOSE BALLOONS THROUGH THE PULLEYS IN A SIMILAR WAY.



PUZZLE 25 : GAMES
FORCE RIGHT BALLOONS TOWARD GEARS BY TYING TO LEFT BALLOONS THROUGH PULLEYS. BOWLING BALL ACTIVATES MOUSE CAGE TO TURN GEAR.

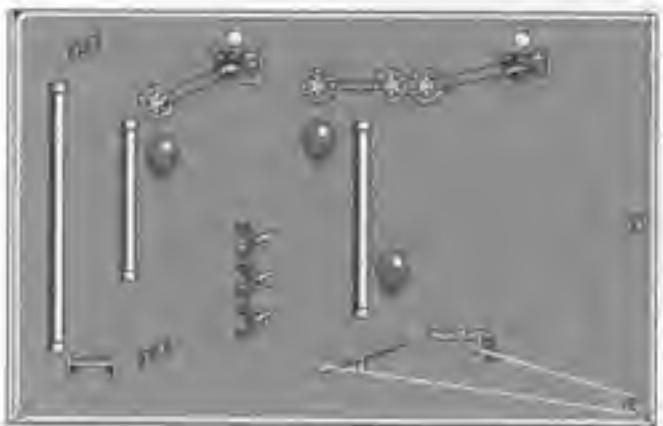
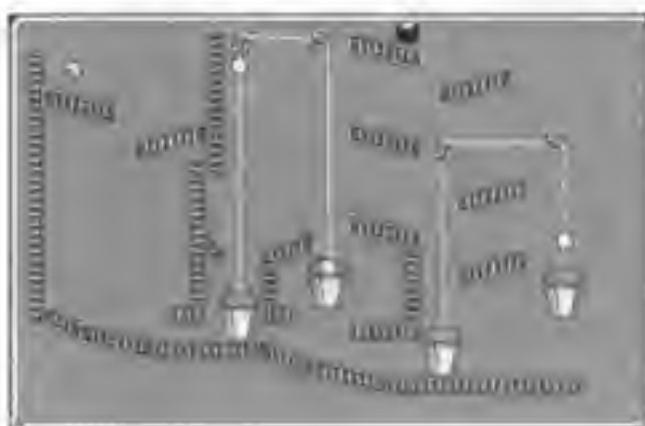


PUZZLE 26 : GRAPHICS
PLACE LOWER-END OF A SAW UNDER EACH BASEBALL AND WATCH THE FUN!

PUZZLE 26 : WESTERN
ONLY THE GUN'S BULLET CAN PUSH BOWLING BALL. THE BUCKETS MUST BE MOVED OUT OF THE WAY. FALLING BOWLING BALL CAN INDIRECTLY FIRE CANNON. CANNONBALL CAN FALL INTO BUCKET. USING INCLINE, BUCKET CAN TILT SAW TO SHOOT GUN.



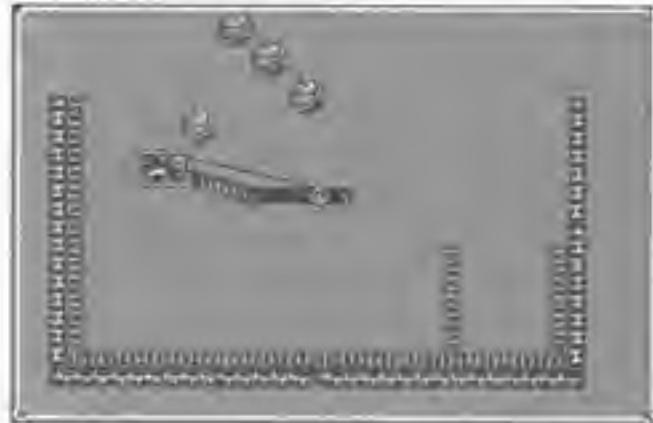
PUZZLE 28 : KNUTH
TIMING IS EVERYTHING IN THIS PUZZLE. LEFT BUCKETS MUST BALANCE OUT OF THE WAY. RIGHT BUCKETS MUST BE TIMED TO ALLOW BASEBALL TO PASS SAFELY.



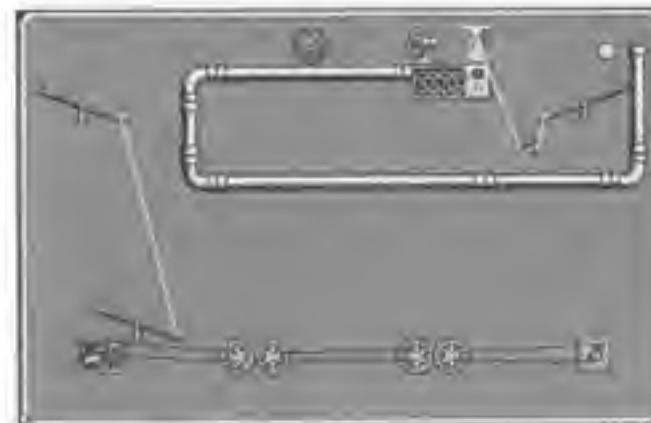
PUZZLE 27 : LOG HOME
YOU'LL SEE HOW THE ENVIRONMENT CAN AFFECT THE PUZZLE. USE INCLINES TO DEFLECT LEFT BALLOON TO TRAMPOLINE UP TO POP ON ROTATING GEAR. USE SAW UNDER OTHER BALLOONS TO INDIRECTLY SHOOT ONE BALLOON, AND DEFLECT OTHER BALLOON INTO THE SCISSORS.



PUZZLE 29 : DONALD
AS ALWAYS, ONLY PRACTICE SHOWS SOLUTION. INCLINE BOWLING BALL TO CAT. CAT'S FALL TRIGGERS SEESAW. ROPE, AND MONKEY. MONKEY POWERS GEARS TO PREPARE FOR BALLOONS. CONVEYOR BELTS AND INCLINE DIRECT BALLOON TO GEARS.

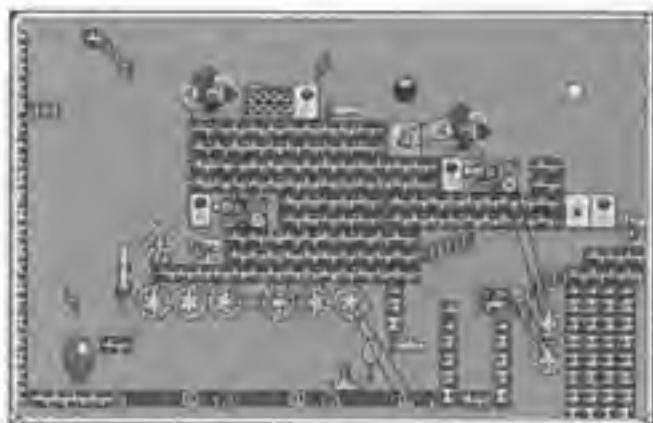
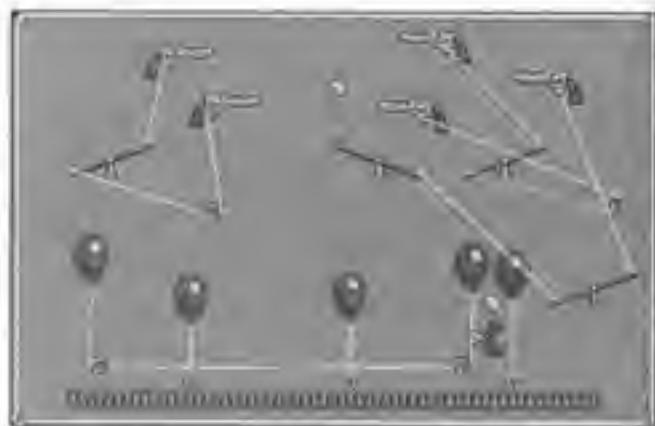


PUZZLE 31: COMPACT DISK
SEESAW DOESN'T OFFER ENOUGH CONTROL. SOLUTION NEEDS SOMETHING TO THROW BASKETBALLS RIGHT. THE BASKETBALL LOWER CAN ACTIVATE MOUSE CAVE BELTED CONVEYOR AND INCLINE TO THE REST.

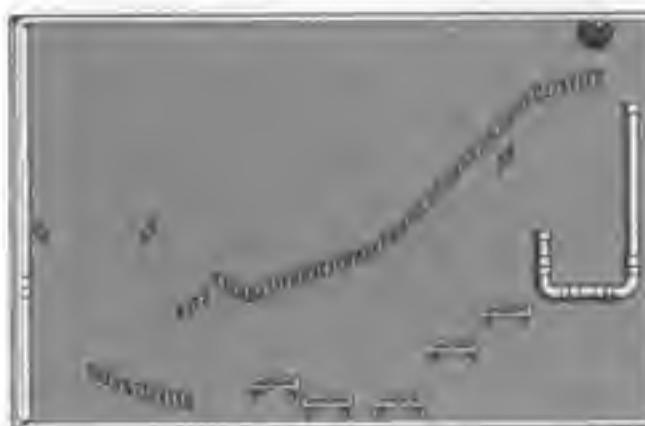


PUZZLE 34: HARPSICHORD
ONLY THE FAN CAN MOVE BASKETBALL. USE FALLING TENNIS BALL TO INDIRECTLY ACTIVATE FAN. USE BASKETBALL WITH SEESAWS TIED TOGETHER TO BUMP MOUSE CAVE. BASKETBALL'S SEESAW CAN'T BE TOO HIGH OR TOO LOW, OR BASKETBALL BOUNCES AWAY. MOUSE CAVE BELTED TO GEARS TO ACTIVATE JACK-IN-BOX.

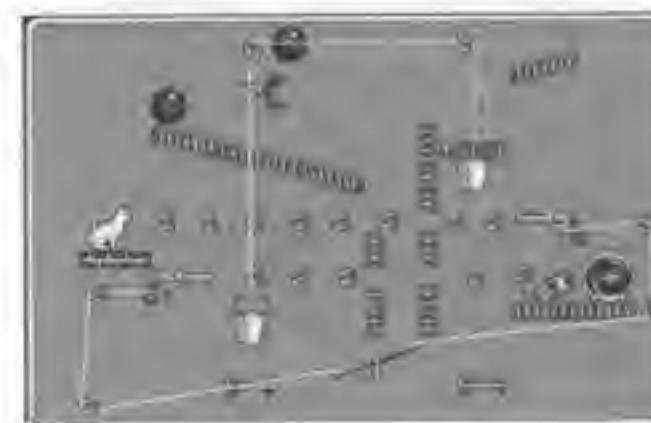
PUZZLE 32: SHAVER LAKE
START WITH FALLING BASEBALL. PUT SCISSORS UNDER BASEBALL. NOTE WHERE BALLOONS FLOAT UP; PUT SEESAWS ABOVE BALLOONS. PRACTICE PLACEMENT TO USE ROPE, PULLEYS, AND OTHER SEESAWS TO TRIGGER FOUR GUNS. TRIGGER FIFTH GUN WITH ANOTHER BASEBALL AND SEE-SAWS.



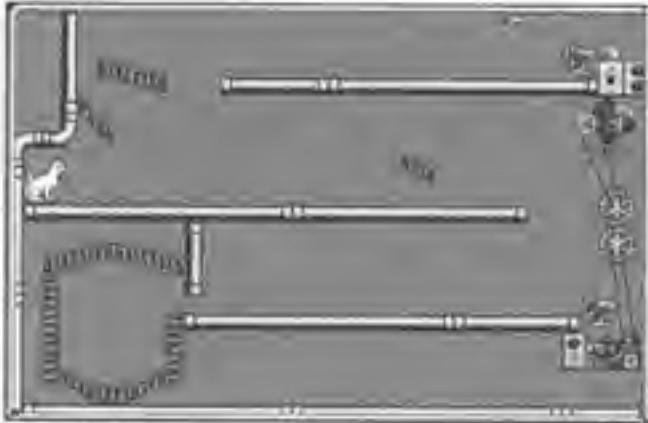
PUZZLE 33: RHEUMATISM
SOLUTION STARTS WITH SWITCH AT 3 O'CLOCK. RUNS TO MOUSE CAVE AT 4 O'CLOCK, THEN SPLITS AND RUNS BOTH CLOCKWISE AND COUNTER-CLOCKWISE TO MEET AT BOOKEND AT 7 O'CLOCK. CRITICAL PART IS AT START: FAN PLACEMENT MUST BLOW TENNIS BALL TO FLASHLIGHT.



PUZZLE 35: MARKET
RUN THE PUZZLE. WATCH WHERE BOWLING BALL FALLS OFF SCREEN. USE 1° INCLINE TO CARRY BOWLING BALL TO LEFT TRAMPOLINE. WATCH WHERE BOWLING BALL FALLS OFF SCREEN AGAIN. PLACE TRAMPOLINES TO HERD BOWLING BALL TO RIGHT. USE SMALL INCLINE IF NECESSARY TO FORCE BALL RIGHT.



PUZZLE 36: DESK
BUCKETS AND BOWLING BALLS MUST INTERCEPT BULLETS SINCE GUNS MUST BE FIRED AND SINCE BUCKETS CAN'T BE BALANCED WITH PROVIDED TOOLS. CUT ROPE AND LET TRAMPOLINES BOUNCE BUCKETS. TWEAK PLACEMENT OF FALLING BOWLING BALL AND SCISSORS TO TIME INTERCEPTION.

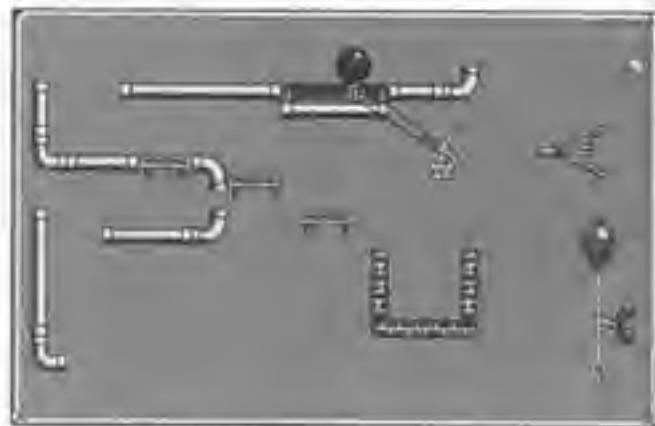


PUZZLE 37 : MYRTLE
USE FAN TO BLOW MOUSE LEFT.
USE INCLINE TO PUSH MOUSE
TO GROUND. USE ANOTHER
INCLINE TO PREVENT CAT FROM
CATCHING MOUSE. USE MOTOR/
BELTS/ MESHED GEARS/GEN-
ERATOR/ FAN TO BLOW MOUSE
HOME.

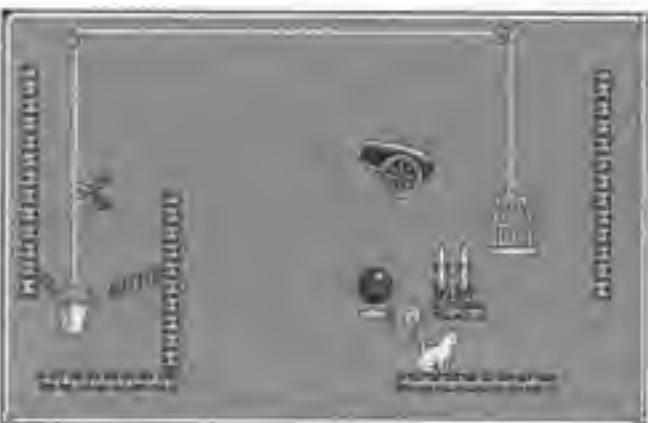
PUZZLE 40 : SHOE
USE LEFT BALLOON TO TURN
ON SWITCH/FAN. USE SEESAW
UNDER UPPER BASKETBALL TO
MOVE IT LEFT TOWARD FAN.
FAN PLACEMENT IS CRITICAL
FOR THE SOLUTION.



PUZZLE 38 : QUATERNION
SINCE BOWLING BALL MUST BE
MOVED AND A CONVEYOR WILL
FIT BELOW IT, HAVE BASEBALL
TRIGGER BELLOWS, TURNING A
WINDMILL, POWERING CONVEY-
OR. SOME TRAMPOLINES WILL
DO THE REST.

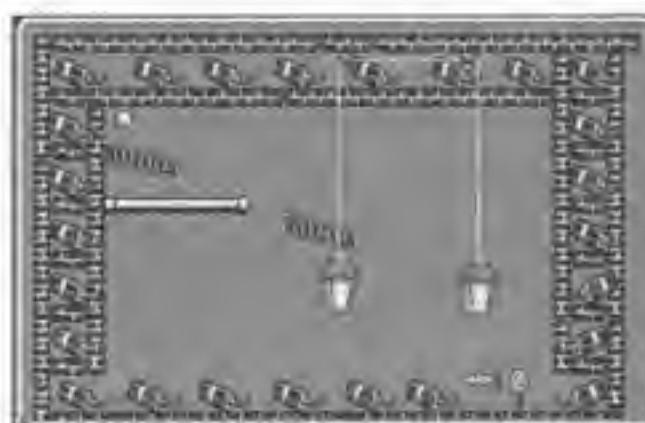


PUZZLE 41 : FLOWER
USE FISH BOWLS TO LUKE CAT
TO FALL DOWN A LEVEL. USE
MOUSE TO TILT SEE-SAW TO
TRIGGER PLUNGER TO BLOW
CAT TO HOUSE ENTRANCE.
PLACE MOUSE AT HOUSE
ENTRANCE TO COMPLETE
SOLUTION.



PUZZLE 39 : AQUARIUM
EACH ROCKET SCARES POKEY
AND TOGETHER THEY MAKE
HIM WALK UNDER THE CAGE.
FIRE 1 ROCKET UP FIRES THE
CANNON. CANNONBALL
MAKES SCISSORS CUT THE
ROPE. INCLINES DIRECT THE
BALL INTO THE BUCKET.

PUZZLE 42 : STORE
PLAY WITH PLACEMENTS OF
INCLINES TO ROLL TENNIS BALL
TO FLASHLIGHT. USE LENS TO
IGNITE DYNAMITE.





PUZZLE 43 : CLARE

YOU'LL NEED TO BUILD A SOLUTION USING GEARS ALREADY ON SCREEN. KEY POINT: LIGHT CANDLE AND USE CANDLE LIGHT TO POWER SOLAR CELL/MOTOR TO CONVEY CANISTER OVER BALLOON. DON'T LET LIGHT BULB POWER THE SOLAR CELL.

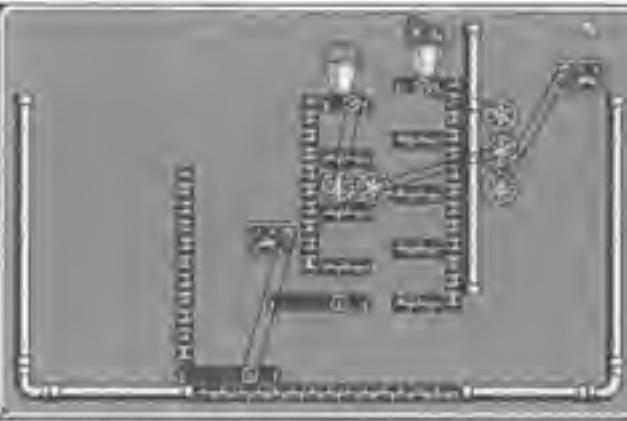
PUZZLE 46 : SEASON

IT'S A RACE AGAINST TIME. CANNONBALL WILL SLOWLY REACH FISHBOWL UNLESS DYNAMITE BLOWS UP PATH. FLASHLIGHT TOO FAR TO DIRECTLY LIGHT DYNAMITE. LIGHT CANDLE AND TRANSPORT IT BY MONKEY-POWERED CONVEYOR.

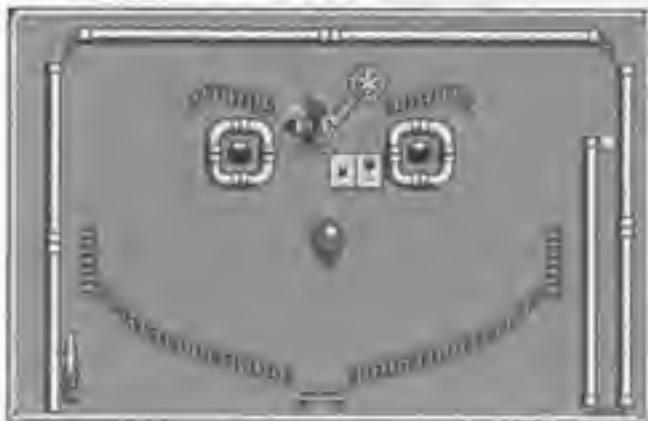


PUZZLE 44 : KERRY

NEED TO THROW TENNIS BALL UP AND OVER PIPE. DYNAMITE BELOW/LEFT. TENNIS BALL CAN DO THAT! PUT DYNAMITE AND LEDGE SOUTHWEST OF TENNIS BALL. AIM GUN AT DYNAMITE. PUT HIGH END OF 'Y' SEESAW UNDER BOWLING BALL. PUT PULLEY BELOW SEESAW. TIE GUN THROUGH PULLEY TO LOW END OF SEESAW. FALLING BOWLING BALL SHOOTS GUN, EXPLODES DYNAMITE, TOSSED TENNIS BALL UP AND RIGHT. TRAMPOLINE FINISHES JOB.



PUZZLE 47 : TRIBOLOGY
KEY IS TO WEIGH DOWN BUCKET ON RIGHT WITH DYNAMITE, OTHERWISE BOTH BUCKETS GO LEFT. WATCH GEAR DIRECTION TO PROPEL BUCKETS LEFT.

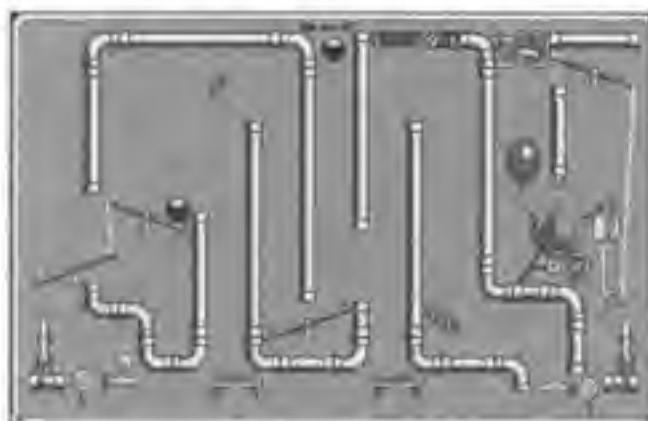


PUZZLE 45 : FLANGE

START PUZZLE, WATCH TENNIS BALL BUMP BALLOON UP AT THIS SPOT. SWITCH MOTOR/BELT/GEAR WILL SOLVE PUZZLE.

PUZZLE 48 : ABRASIVE

PLACE MOUSE-CAGE ABOVE BALLOON. PLACE A CONVEYOR BELT TO THE LEFT OF THE MOUSE-CAGE IN GAP BETWEEN THE PIPES. BELT MOUSE-CAGE TO THE CONVEYOR BELT. PUT A SEESAW IN THE GAP UNDER THE HIGHEST BOWLING BALL. PLACE A SEE-SAW ABOVE THE ROCKET, WITH LOW END POINTING TO THE LEFT. TIE THAT SEE-SAW TO ANOTHER SEE-SAW PLACED UNDER THE LOWEST BOWLING BALL. PLACE TWO TRAMPOLINES IN THE GAPS BETWEEN THE PIPES. USE THE MAGNIFYING GLASS TO LIGHT THE ROCKET.





PUZZLE 49 : DEFORMATION
PLACE A PULLEY TO THE LEFT OF BALLS AGAINST THE WALL. PLACE A GUN UNDER THE PULLEY. RUN A ROPE THROUGH A ROPE THROUGH THE PULLEY AND TIE IT TO A SEESAW PLACED UNDER THE GUN AND PIPE. THIS ONE REQUIRES A LOT OF TWEAKING OF INCLINES.

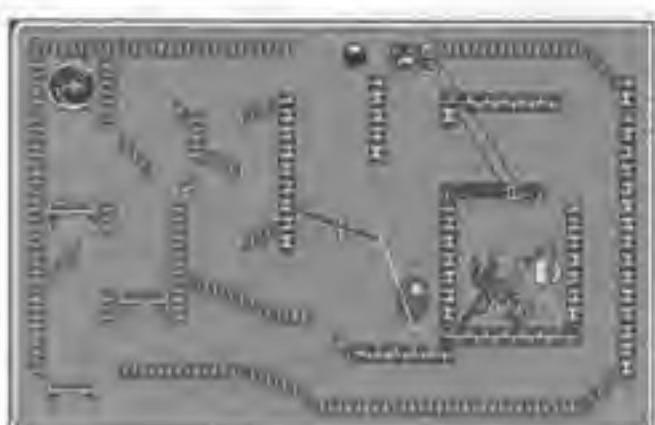


PUZZLE 52 : SPECTRA
THE TRICK IS GETTING THE FAN TO BLOW THE BALLOON OVER SO THAT IT IS UNDER THE TOP SCISSORS. POSITION LOWER SCISSORS SO IT WILL CUT ROPE WHILE THE FAN IS ON.

PUZZLE 50 : ELASTIC
PLACE SOME CONVEYORS UNDER BALLOONS TO EVENTUALLY GUIDE CANDLE. LIGHT CANDLE WITH BASE-BALL/FLASHLIGHT/LENS. KEY IS TO DEFLECT BASEBALL ONTO TRAMPOLINES TO ACTIVATE MOUSE CAGE. MOUSE CAGE BELTED TO GEARS POWERS CONVEYOR, PROPELLING LIT CANDLE, BURSTING BALLOONS.



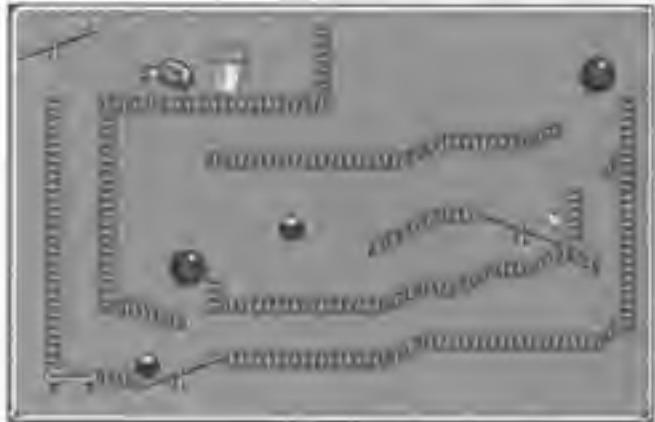
PUZZLE 53 : INDUCTION
CONVEY A LIT CANDLE OVER TO ROCKETS. A MOUSE CAGE/CANNONBALL COMBINATION POWERS CONVEYOR. SEE-SAW/LIGHT BULB LIGHTS CANDLE. MAKE SURE CANDLE IS LIT BEFORE CONVEYOR RUNS.



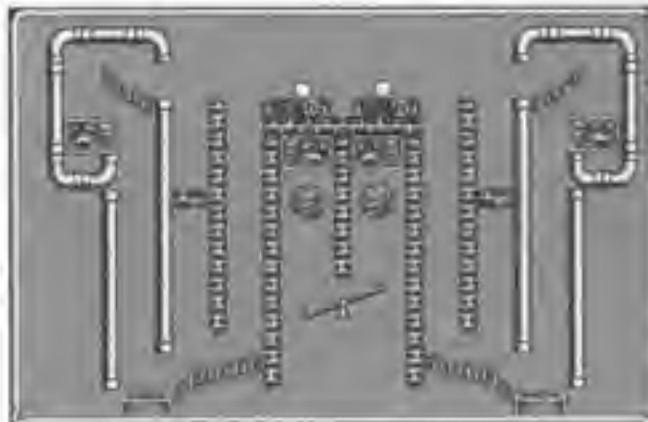
PUZZLE 51 : ADHESION
PUT A SEE-SAW UNDER THE CANNON-BALL. TIE THE BALLOON TO THE LOWER END OF SEE-SAW. PUT A CONVEYOR OVER THE MONKEY. PUT A MOUSE-CAGE AT THE TOP OF THE SCREEN OVER THE BALLOON. BELT THE MOUSE-CAGE AND THE CONVEYOR TOGETHER. PUT SOME INCLINES IN THE GAPS IN THE WOODEN FLOORS TO LET THE CANNONBALL ROLL TO THE LEFT SIDE OF THE SCREEN. PUT A TRAMPOLINE IN THE LOWER LEFT GAP TO BOUNCE THE CANNONBALL UP. USE TWO MORE TRAMPOLINES TO BOUNCE CANNONBALL UP TO THE FISHBOWL. THE KEY IS TO FILL GAPS AT THE BOTTOM WITH THE BEST-SIZED INCLINES.



PUZZLE 54 : POLARIZATION
USE FLASHLIGHT TO LAUNCH RIGHT ROCKET. LURE CAT WITH BROKEN FISHBOWL. MOUSE LANDS ON SCISSORS TO DETONATE DYNAMITE. DYNAMITE BLOWS TENNIS BALL ONTO TRAMPOLINE. MOTOR/GENERATOR/FAN/WINDMILL ACTIVATES JACK-IN-BOX. CANNONBALL TURNS ON FLASHLIGHT, LIGHTING LEFT ROCKET.



PUZZLE 55 : OVERJOY
PUT SEESAW UNDER LOWER CANNONBALL. ONLY BASEBALL CAN GET TO THIS SEESAW. SEESAW UNDER BASEBALL AN INCLINE CAN DIRECT UPPER CANNONBALL TO BASEBALL'S SEESAW. FLIPPING BOWLING BALL OVER TO CANNONBALL'S SEESAW. TRAMPOLINE AND SEESAW USED AS INLINE CAN GET CANNONBALL TO GLOVE.



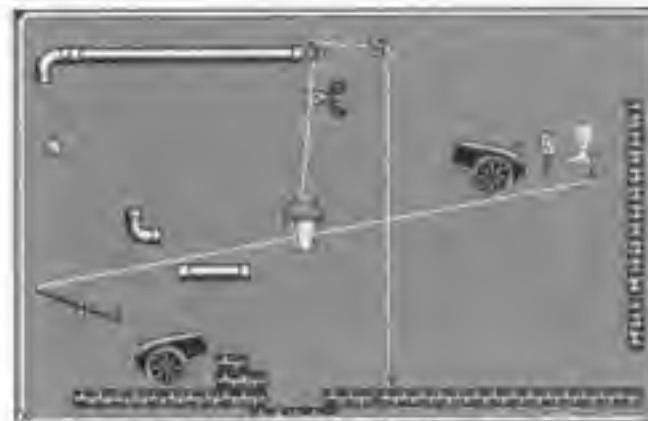
PUZZLE 56 : CHOCOLATE
ONE SEESAW IN MIDDLE WILL SAVE A LOT OF PARTS AND WORK! BELT SOME CONVEYORS UNDER TENNIS BALLS TO MOUSE CAGES. INCLINES AND TRAMPOLINES DO THE REST. KEEP INCLINES AND TRAMPOLINES AGAINST WALLS AND PIPES SO TENNIS BALLS CAN'T ESCAPE.



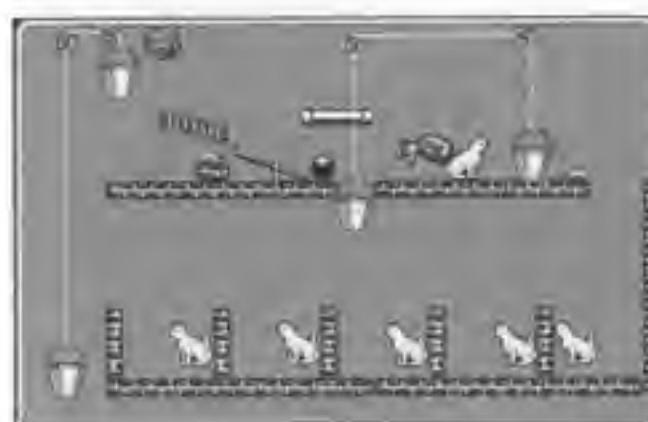
PUZZLE 56 : DISCURSIVE
TRAMPOLINE BOWLING BALL OVER TO A SEESAW. FLIPPING CANNONBALL OVER TO BOXING GLOVE.



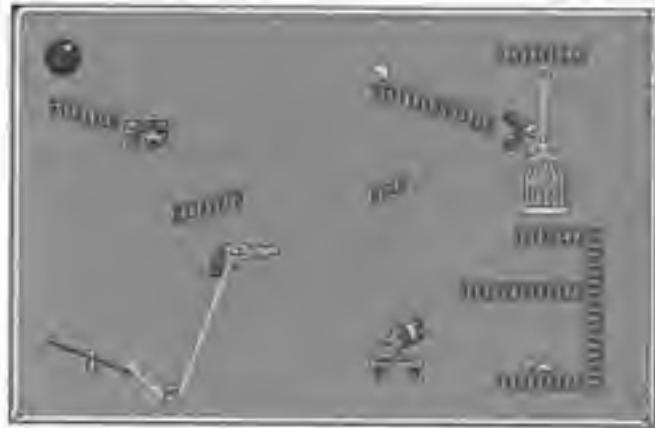
PUZZLE 57 : CROSS
PUT CONVEYOR IN THE BOTTOM LEFT CORNER OF BRICK BOX. BELT IT TO A MONKEY BIKE PLACED TO THE NORTHWEST OF THE CONVEYOR. PUT BOXING GLOVE ABOVE THE BASEBALL. PLACE A TRAMPOLINE UNDER THE BASEBALL. PUT A SEESAW UNDER THE TRAMPOLINE. TIE THE SEESAW TO THE MONKEY BIKE SHADE. THE TRICK IS PLACING THE GLOVE, TRAMPOLINE, AND SEESAW SO THE BASEBALL BOUNCES UP FROM THE TRAMPOLINE AND HITS THE GLOVE TRAMPOLINE AND SEESAW.



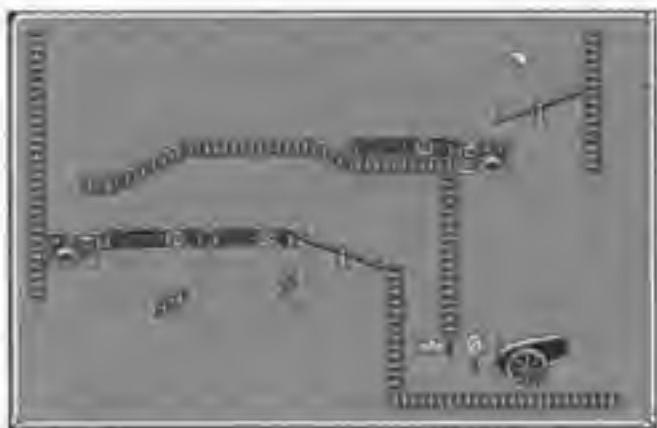
PUZZLE 58 : PLATO
BASEBALL/SEESAW/PIPE/LIGHT BULB/LENS CAN FIRE RIGHT CANNON. PUT SCISSORS IN CANNONBALL'S PATH TO CUT ROPE AND DEFLECT CANNONBALL. PIPE PIECES DIRECT CANNONBALL INTO BUCKET. EXPERIMENT WITH POSITIONING, FIRE, REPOSITION.



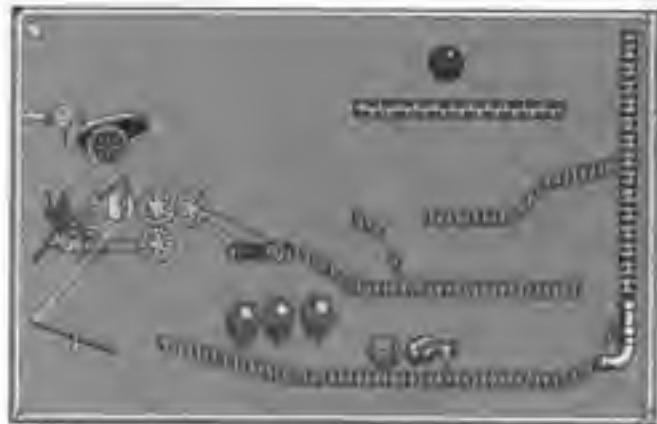
PUZZLE 59 : WELLSPRING
NEED TO LIFT RIGHT PAIL OUT OF WAY OF TOP CAT. INCLINE BOUNCES BASKETBALL TO SEESAW. SEESAW FLIPS CANNONBALL. PIPE DEFLECTS IT INTO BUCKET. BASKETBALL CONTINUES OVER PIPE, ACTIVATES BOXING GLOVE TO PUNCH CAT OFF LEDGE.



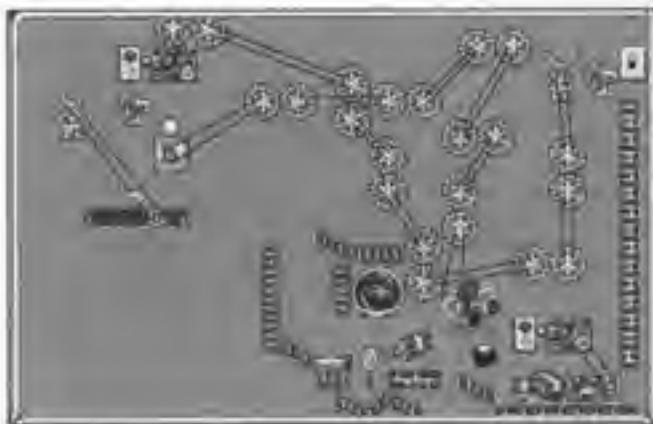
PUZZLE 61 : HYDROPLANE
CUT BIRD CAGE LOOSE BY ROLLING BASEBALL OVER TO SCISSORS. NEED TO BLOW UP BIRD CAGE'S WOODEN FLOOR. TRAMPOLINE UNDER DYNAMITE TO THROW IT UNDER BIRD CAGE. USE INCLINES AND MOUSE CAGE TO DELAY BOWLING BALL FROM TILTING SEESAW TO FIRE GUN AT DYNAMITE. KEY IS TO MAKE BOWLING BALL LAND ON INCLINE, BOUNCE UP, AND ROLL DOWN TO DELAY IT.



PUZZLE 64 : JOIST
GET BASEBALL OVER TO FLASHLIGHT. DEFLECT BASEBALL TO MOUSE CAGE/CONVEYOR TO SHOOT BALL TO ANOTHER MOUSE CAGE/CONVEYOR AND DOWN TO FLASHLIGHT.



PUZZLE 62 : PALM
PLACE THREE GEARS TO THE RIGHT OF MONKEY BIKE BELT. THE GEARS UP TO THE CONVEYOR BELT. BASEBALL, LIGHT THE CANNON USING THE FLASHLIGHT AND MAGNIFYING GLASS. TIE A ROPE FROM THE MONKEY BLIND TO THE SEE-SAW. ADD A SHORT INCLINE ABOVE THE WOOD FLOOR ABOVE THE BOXING GLOVE.



PUZZLE 65 : ASTRONAUT
RUN PUZZLE. USE BOXING GLOVE TO PUNCH MOUSE CAGE. MOUSE CAGE CAN'T DIRECTLY REACH GEARS, SO USE GENERATOR AND MOTOR TO TURN GEARS. THIS WILL JACK-IN-BOX THE TENNIS BALL OVER TO SWITCH. FAN CONNECTED TO SWITCH BLOWS WINDMILL, INDIRECTLY ACTIVATING LEFT FAN/WINDMILL, CONVEYING BASEBALL TO FLASHLIGHT. EXPLODING DYNAMITE.



PUZZLE 63 : SOMBRERO
PLACE THREE GEARS UNDER THE GEAR. PLACE A CONVEYOR BELT UNDER THE CANNONBALL BELT. THE CONVEYOR BELT TO THE TOP GEAR. TIE A ROPE BETWEEN THE GUN AND THE SEESAW NEXT TO THE TRAMPOLINE. PLACE A SEE-SAW IN THE GAP UNDER THE BASEBALL. PLACE DYNAMITE UNDER THE BASKETBALL BELT. THE MOUSE CAGE TO THE BOTTOM GEAR. USE THE FLASHLIGHTS AND MAGNIFYING GLASSES TO LIGHT THE ROCKETS. TIE A ROPE FROM THE SEE-SAWS TO THE LIGHT BULBS.



PUZZLE 66 : MARIONETTE
THE RIGHT RISING BALLOON TILTS A SEESAW TO SHOOT THE GUN HITTING THE MONKEY ON THE BIKE, WHICH TURNS THE CONVEYOR TO PROPEL THE FALLING BASEBALL TO BUMP INTO THE BASEBALL ON THE LEDGE TO COMPLETE THE PUZZLE.



PUZZLE 67 : OSMIUM
CANNONBALL FLIPS ROCKET
INTO PLACE AND MAKES
MOUSE TURN GEARS WHICH
CLEAR OUT THE BALLOON.
BASEBALL CAN THEN MAKE ITS
WAY AROUND TO LIGHT THE
ROCKET. PLACEMENT OF THE
BOXING GLOVE IS TRICKY.



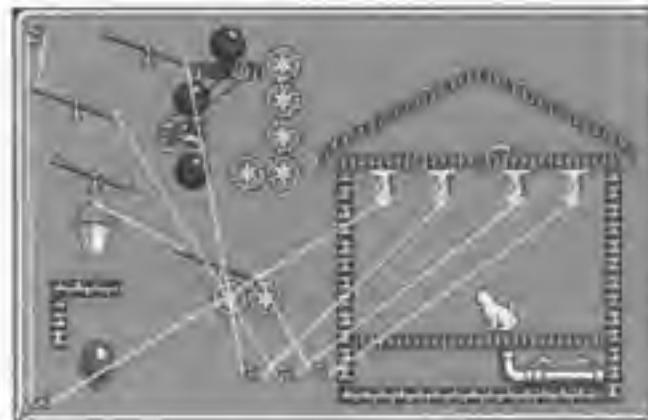
PUZZLE 70 : SUPERIOR
DEFLECT LEFT CANNONBALL
WITH A SEESAW. SCISSORS
UNDER RIGHT CANNONBALL
WILL PREVENT BASEBALL FROM
FIRING CANNON. KEY POINT IS
PATIENCE, WAITING FOR THE
PUZZLE TO TIME-OUT.



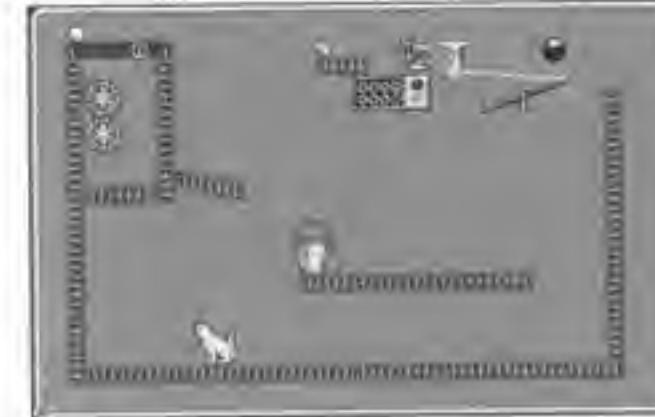
PUZZLE 68 : ASSURANCE
DYNAMITE MUST BLOW UP
BRICK FLOORING TO DROP
CAGE. LEFT CANNONBALL TRIG-
GERS MOUSE CAGE/MESHED
GEARS TO DROP CAT ONTO
SEESAW. SEESAW SHOOTS
GUN DROPPING CAGE. USE AN
INCLINE TO BLOW CAT FROM
CATCHING MOUSE TOO SOON.



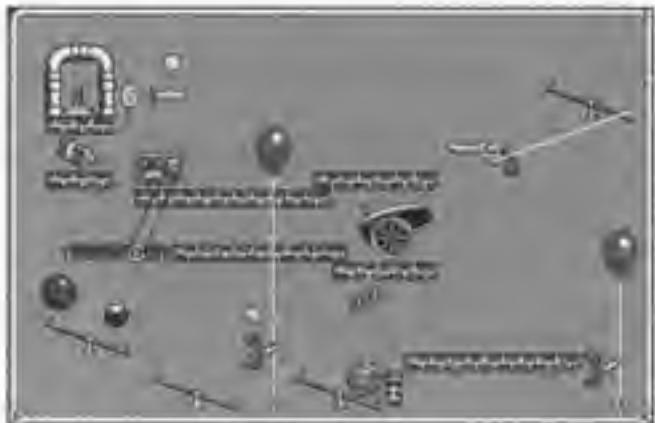
PUZZLE 71 : PHILHARMONIC
THE KEY TO THIS PUZZLE IS TO
POSITION THE SEESAWS SO THEY
WILL MAKE THE SCISSORS CUT
THE ROPE, CLOSE THE BELLOWS,
AND BREAK THE FISHBOWL.



PUZZLE 69 : CALCULATOR
ONLY ROPES CAN SOLVE THIS
PUZZLE. MAIN THING IS TO TILT
THREE SEESAWS TO ALLOW
PULLEYS AND ROPES TO ACTI-
VATE LIGHT BULBS. LOWER
SEESAW IS ALREADY SET UP TO
WORK. MOUSE CAGE POINTING
LEFT UNDER MIDDLE BOWLING
BALL ATTACHED TO CONVEYOR
UNDER UPPER BOWLING BALL
WILL DO THE REST.

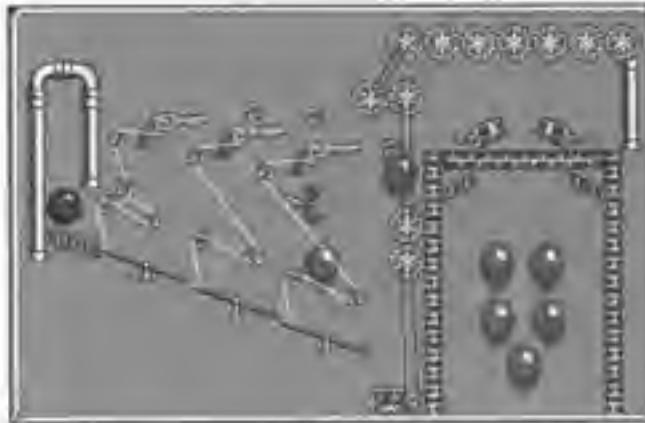


PUZZLE 72 : ANGULAR
USE FAN TO BLOW BASEBALL
OFF LEDGE. USE INCLINE TO
GUIDE IT INTO BUCKET.



PUZZLE 73 : ZIPPER

THIS ONE IS PRETTY COMPLEX. THE PLACEMENT OF THE SCISSORS UNDER THE BASEBALL MUST BE JUST RIGHT. THE SCISSORS MUST CUT THE ROPE, BUT THE BASEBALL MUST ALSO FLY OVER THE SCISSORS AND SEND THE BASKETBALL TO THE RIGHT.

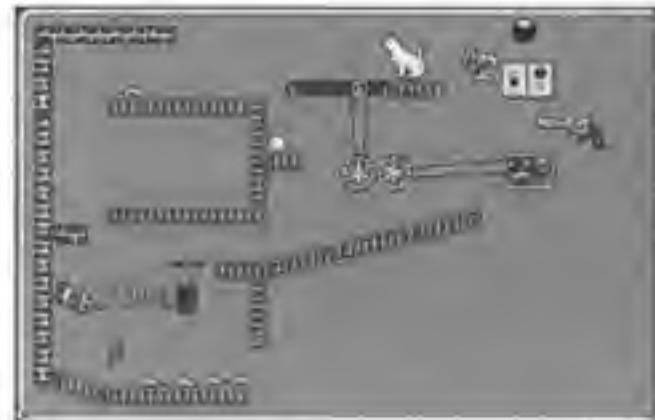


PUZZLE 76 : SHADOW

USE PROVIDED BALLOON TO BLOCK BULLETS. TO BLOCK FIRST BULLET, PUT BALLOON UNDER GEARS TO LEFT OF DYNAMITE. TO STOP THIRD BULLET, PUT SCISSORS UNDER THIRD GUN AND PUT BALLOON UNDER SCISSORS TO CUT ROPE. TO BLOCK SECOND BULLET, BALLOON MUST GLANCE OFF SCISSORS AND RISES RIGHT TO BLOCK BULLET.

PUZZLE 74 : UMPIRE

NEED TO CONVEY CAT TO MAKE TOP MOUSE FALL. NEED TO EXPLODE BRICK PLATFORM BLOCKING TOP MOUSE'S FALL. CANNONBALL TURN ON FAN TO EVENTUALLY PUSH CAT ONTO CONVEYOR. CANNONBALL GLANCES OFF GUN, BUMPS MOUSE-CAGE, JUMPS DOWN INCLINE, AND DETONATES DYNAMITE. MOUSE-CAGE POWERS MESHED GEARS AND CONVEYOR. PUT INCLINE AT BOTTOM TO PROTECT MICE FROM FALLING CAT.

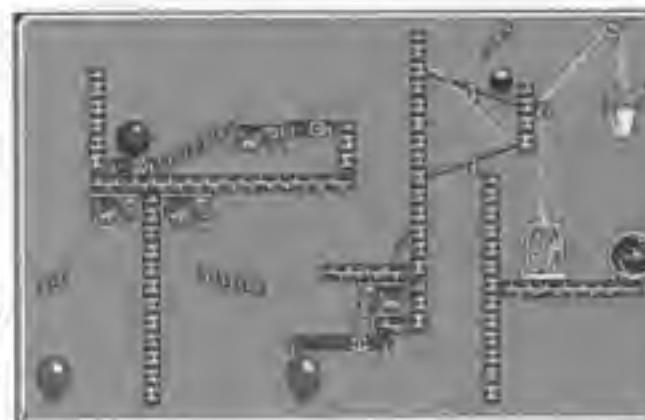


PUZZLE 75 : RECOVER
ONLY ROPES CAN SHOOT GUNS. ONLY SEESAWS CAN PULL ROPES. THIS WILL SHOOT ALL SIX GUNS, TO EXPLODE SEVENTH DYNAMITE, LIGHT CANDLE, PULLEY PARTIALLY OFF BOTTOM OF SCREEN HELPS LIGHT LIGHT BULB. BOWLING BALL WILL TRIGGER BOXING GLOVE, PUNCHING CANDLE OVER TO LAST DYNAMITE.



PUZZLE 77 : IONIZE

USE BASKETBALL TO BUMP BOWLING BALL OFF LEDGE. NEED TO DEFLECT BALL'S PATH. USE MOUSE-CAGE TO DEFLECT AND TO POWER CONVEYOR UNDER BASEBALL. SEESAW TIED TO GUN DEFLECTS BALLS TO GOAL, AND FIRES GUN. GUN SHOOTS DYNAMITE UNDER WOODEN FLOOR AND BASEBALL SO BASEBALL FALLS ONTO FLASH-LIGHT, SHOOTING CANNON. KEY POINT: PLAY WITH GUN AND SEESAW PLACEMENT.

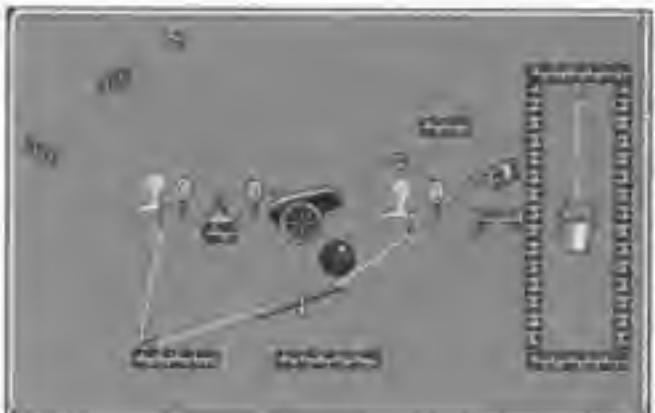


PUZZLE 78 : QUAKE
TIE A ROPE FROM CAGE TO THE BUCKET. PLACE A CONVEYOR BELT UNDER THE BOWLING BALL. PLACE RAMPS TO THE RIGHT OF THE BOWLING BALL LEADING UP TO A MOUSE-CAGE AND ANOTHER CONVEYOR BELT. PLACE A SEESAW UNDER THE CANNONBALL, AND TIE THE SEESAW TO THE ONE UNDER IT. FIG A BELT AND CONVEYOR BELT TO BOTTOM MOUSE-CAGE. THE KEY IS GETTING THE CANNONBALL INTO THE BUCKET. THE INCLINE ON THE FAR RIGHT PLACEMENT IS TRICKY BECAUSE IT IS OFF THE SCREEN A BIT.



PUZZLE 79 : OCTOBER
HOOP THE TWO BALLOONS TOGETHER WITH A ROPE. THE GEAR POPS THE RIGHT BALLOON. THIS WILL LET THE LEFT BALLOON HIT BOTH MOUSE CAGES. BOWLING BALL HITS SEESAW AND FALLS INTO THE RIGHT BUCKET.

PUZZLE 80 : BILATERAL
ONLY JACK-IN-BOX CAN Toss BASKETBALL INTO HOOP. BELT MESHED GEARS BETWEEN JACK-IN-BOX AND MONKEY. DYNAMITE BRICK BELOW BIRD CAGE. BIRD CAGE TIED TO MONKEY SHADE (PENS SHADE). KEY IF DYNAMITE IS TOO FAR LEFT, CAGE WON'T DROP.

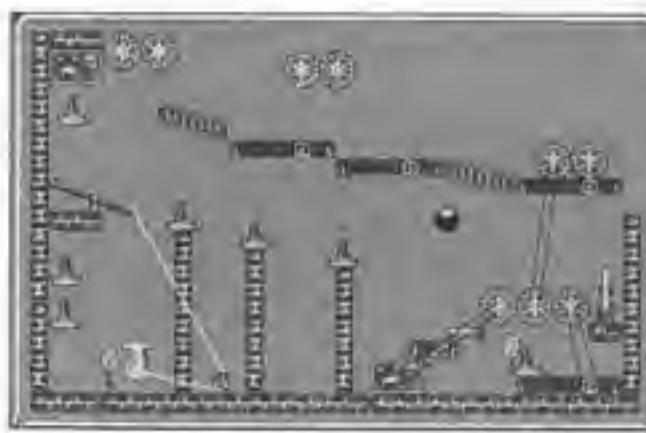


PUZZLE 81 : LYRIC
LIGHT THE CANNON USING THE MAGNIFYING GLASS AND LIGHT BULB. PUT A MAGNIFYING GLASS RIGHT OF THE LIGHT BULB. PUT SOME DYNAMITE UNDER THE MAGNIFYING GLASS. PUT A TRAMPOLINE UNDER THE DYNAMITE. PLACE A SEESAW UNDER THE CANNON. PUT A BOWLING BALL ABOVE THE HIGH END OF THE SEESAW. TIE THE LOW END OF THE SEESAW THROUGH THE LOWEST PULLEY TO THE LIGHT BULB TO THE LEFT OF THE CANNON. TIE THE HIGH END OF THE SEESAW TO THE LIGHT BULB NEXT TO THE DYNAMITE. YOU'LL NEED TO PLAY WITH THE PLACEMENT OF THE DYNAMITE TO MAKE THE PUZZLE WORK.

PUZZLE 82 : NEEDLE
INCLINES AND TRAMPOLINES WILL DO THE JOB. JUST WATCH WHERE BASKETBALL FALLS AND PUT TRAMPOLINES THERE.



PUZZLE 83 : THEORY
EASY PART FIRST: PUT IT SEE SAW UNDER FALLING CANDLE. TIE SEESAW THROUGH PULLEY TO LIGHT BULB TO LIGHT TWO LOWER-LEFT CANDLES. ROCKET NEEDED TO LIGHT CANDLES ON BRICK PLATFORMS. KEY: FALLING CANNONBALL CAN LIGHT CANDLE AND ACTIVATE CONVEYOR BELT TO CONVEY IT CANDLE TO ROCKET. CANDLE MUST BE LIT BEFORE CONVEYED. MESHED GEARS TURN CONVEYOR ABOVE ROCKET TO PROPEL IT LEFT. INCLINES AND CONVEYORS GUIDE ROCKET TO LIGHT EACH CANDLE.

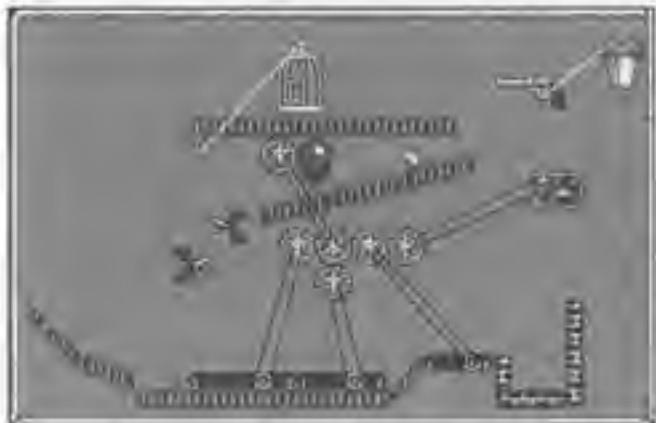


PUZZLE 84 : LOBSTER
PUT CANNONBALL IN LEFT BUCKET. PUT CANNONBALL HIGH ABOVE RIGHT BUCKET. PLACE SCISSORS ON LEFT ROPE SO LEFT BUCKET BUMPS IT, CUTTING ROPE.

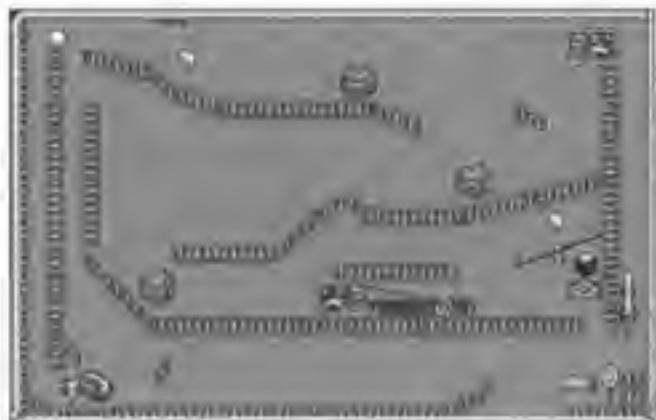


PUZZLE 85 : SAMURAI

TOO MANY THINGS IN THE WAY, NO DYNAMITE TO BLOW BIRD CAGE TO GOAL. TIE BUCKET TO GUN TO SHOOT BIRD CAGE. TIE BIRD CAGE TO EYERHOOK TO SWING IT INTO BETTER POSITION. MOUSE-CAGE POWERS GEARS, POWERING STRATEGICALLY PLACED CONVEYORS. MUST CUT BIRD CAGE LOOSE WITH SECOND SCISSORS. FIRST SCISSORS CANNOT REACH ROPE. POP BALLOON WITH TURNING GEAR SO BASEBALL FALLS ON SCISSORS, CUTTING ROPE, DROPPING CAGE ON CONVEYORS, PROPELLING BIRD CAGE TO GOAL.

**PUZZLE 86 : SPLICE**

RUN PUZZLE. MORT JUST DROPS ONE LEVEL. BUMP MORT AWAY FROM LEDGE (USING MOUSE-CAGE) ONTO MOVING CONVEYOR, TO PROPEL HIM HOME.

**PUZZLE 87 : GULF**

DON'T LET CANNONBALL PLUG GAP. PLACE SMALL CONVEYOR UNDER CANNONBALL. BASEBALL DOESN'T HAVE MOMENTUM TO GET THROUGH GAP, USE SEESAW TO DEFLECT BASEBALL ONTO CONVEYOR BELT, BUMPING MOUSE-CAGE, PROPELLING BASEBALL DOWN GAP, A "T" LENS BETWEEN FLASHLIGHT AND ROCKET WRAPS THINGS UP.

PUZZLE 88 : RHOMBUS

FREEBIE PUZZLE. PUT NAIL ABOVE BALLOON.

**PUZZLE 89 : OLIVE**

"T" SEE-SAW TO LEFT OF 5 MELS FLIPS 4 MELS RIGHT. PUT PULLEY BELOW PLUNGER. PUT EXTRA DYNAMITE LEFT OF PULLEY. TIE PLUNGER THROUGH PULLEY TO LOWER SEE-SAW. THIS OPENS LOWER LEVELS FOR OTHER MELS TO FINISH PUZZLE.

**PUZZLE 90 : POLYNOMIALS**

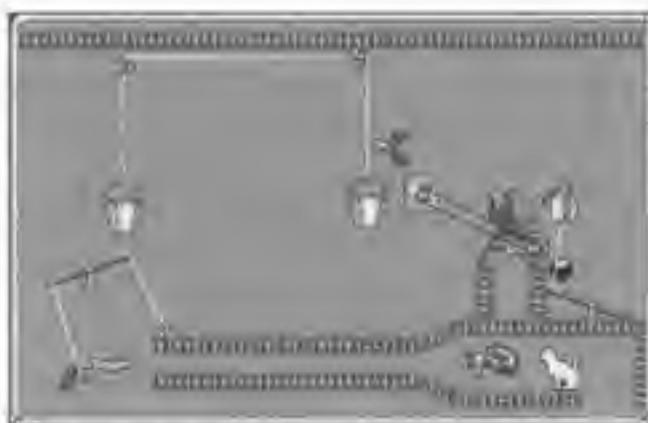
ONLY CANDLE CAN BURST BALLOON, ONLY LIGHT BULB CAN LIGHT CANDLE. ONLY LIT CANDLE SHOULD POWER SOLAR PANEL TO ACTIVATE MOTOR TO CONVEY CANDLE TO BALLOON. SEE-SAW (BELOW RIGHT SUPER BALL) TIED THROUGH PULLEY TO LIGHT BULB START SOLIDATION.





PUZZLE 91 : PARAMETRIC
PLACE BOWLING BALL ON INCLINE ABOVE TENNIS BALL TO BUMP TENNIS BALL, BLOCK GAPS AT BOTTOM OF SCREEN TO GUIDE TENNIS BALL TO BUCKET. OPTIONAL: MOUSE-CAGE IN GAP FAR BELOW TENNIS BALL CAN POWER MESHED GEARS AND CONVEYOR TO PROPEL BALL INTO BUCKET.

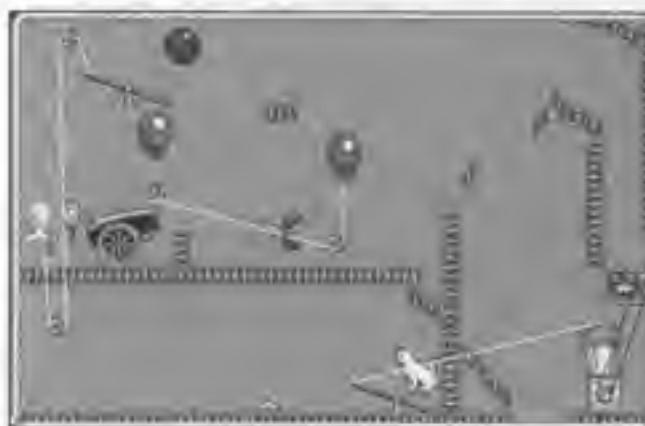
PUZZLE 92 : SOLAR SYSTEM
USE INCLINE AND WOODEN FLOOR TO MAKE MEL FALL BETWEEN BASEBALLS. EXTEND WOODEN PLATFORMS BESIDE GRASS TO ENSURE BALLS FALL OFF-SCREEN.



PUZZLE 93 : MARBLE
NEED TO PLACE BOXING GLOVE NEXT TO CAT, ONLY GUN CAN TRIGGER GLOVE, ONLY SEESAW CAN TRIGGER GUN, NEED TO MAKE BUCKET FALL TO TILT SEESAW. JACK-IN-BOX BELTED TO MONKEY BIKE CAN BUMP SCISSORS, CUTTING ROPE, DROPPING BUCKETS.

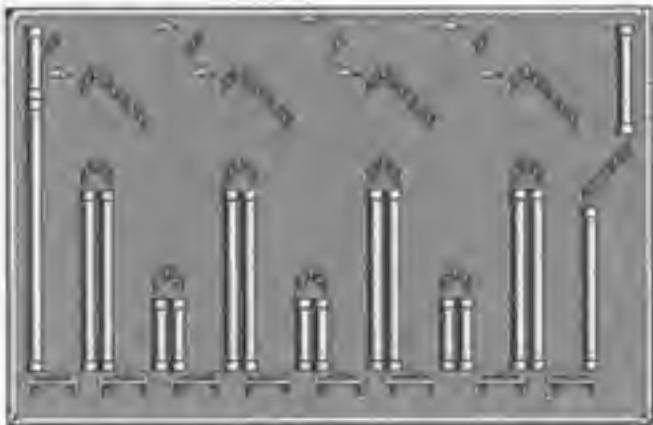
PUZZLE 94 : HEAVY

TIE LOWER END OF CAT'S SEE-SAW TO UPPER SEE-SAW. BOWLING BALL SNIPS SCISSORS, THAT'S IT OR BOWLING BALL'S SNIPS SCISSORS (MAKE SURE BOWLING BALL DOESN'T BLOCK CANNONBALL PATH). SEESAW LIGHTS LIGHT BULB. FIRES CANNON. INCLINES ALREADY SETUP TO GUIDE CANNONBALL. CANNONBALL BUMPS MOUSE-CAGE, TRIGGERING JACK-IN-BOX, FLIPPING BUCKET. HE ROPE BETWEEN BUCKET AND CAT'S SEE-SAW.



PUZZLE 95 : REPUBLIC
BLOCK GAP TO MEL'S RIGHT WITH MOUSE-CAGE AND BRICK FLOORING. PLACE LIGHT BULB AND LENS NEXT TO SOCKET TO LIGHT LIGHT BULB. TIE A ROPE TO BUCKET TO MAKE BUCKET FALL. MEL'S WALK OVER MOUSE-CAGE TURNING MESHED GEARS AND CONVEYOR. BUCKET FALLS, PULLING ROPE TIED TO LIGHT BULB, FIRING ROCKET. MEL'S WILL BUMP ROCKET, TURN, AND BUMP MOUSE-CAGE BLOCKING LEFT THEN HEAD TO HOUSE.





PUZZLE 97 : TYRANOSAUR
PUT TRAMPOLINES AT BOTTOM
OF EACH GAP BETWEEN PIPES.
FUN PUZZLE, WATCH WHERE
MICE LAND, PLACE INCLINES
THERE.



PUZZLE 100 : MINARET
MEL WALKS ON AN INCLINE
AND A GATOR TO ACTIVATE THE
BOXING GLOVE TO PUNCH THE
EIGHT BALL. USE A SEESAW
NORTHWEST OF THE FISHBOWL
TO DEFLECT THE EIGHTBALL
DOWNWARD. USE SOME
INCLINES TO DEFLCT THE
EIGHT BALL LEFT AND UP INTO
THE FISHBOWL.

PUZZLE 98 : SULFURIC
CAN'T REACH BALLOON, SO
PULL IT DOWN INSTEAD. ONLY
TIED FALLING BIRD CAGE CAN
PULL BALLOON DOWN TO POP
ON SCISSORS. BOWLING BALL
TIETS SEE-SAW. PULLING ROPE
THROUGH PULLEY TO PULL
FLUNGER. EXTRA DYNAMITE
NEAR FLUNGER'S DYNAMITE
THROWS BIRD CAGE FREE.



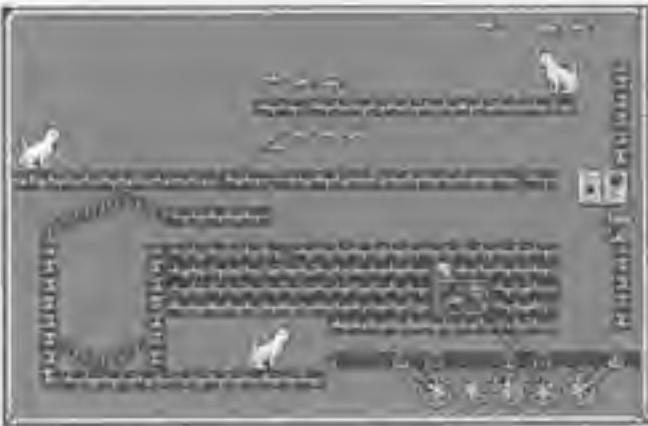
PUZZLE 99 : DOPA
ENDLESS PRESSURE PUZZLE
EXPERIMENT WITH PLACING UP
TO 7 BUMPERS IN FRONT OF
CANNON MUZZLE. THE BEST WE
CAN DO IS USING 2 BUMPERS.



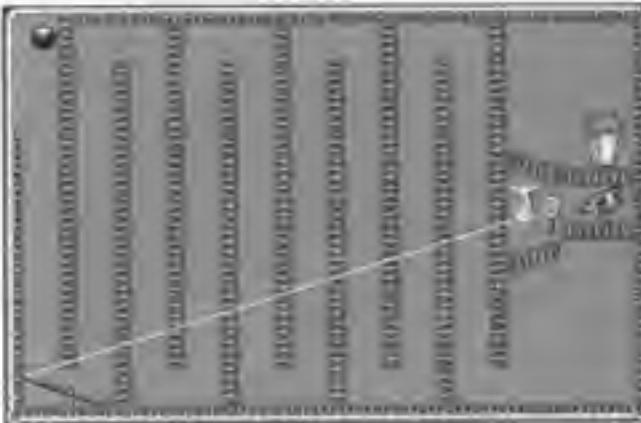
PUZZLE 101 : DOVETAIL
START AND WATCH PUZZLE
CANNONBALL LOWERS RIGHT
BUCKET AND RAISES LEFT
BUCKET. PUT CAT IN LEFT
BUCKET TO SCARE MOUSE
CAGE. JACK-IN-BOX NEXT
TO MOUSE-CAGE.
JACK-IN-BOX TIETS SEE-SAW.
TIE ROPE FROM SEE-SAW
THROUGH TWO PULLEYS TO
GUN. AIM GUN AT DYNAMITE.
PUT DYNAMITE ON EACH BRICK
FLOORING.



PUZZLE 102 : JASMINE
NEED TO SHOOT MEL TO
REVERSE HIS ORIGINAL DIREC-
TION. NEED TO GET RID OF
BLOCKING DYNAMITE. MEL CAN
TIET SEE-SAW TO ACCOMPLISH
BOTH. MEL TIETS ANOTHER
SEE-SAW, JUN SHOOTS MEL
SAFELY OVER MIDDLE ALLIGA-
TOR. SUPER BALL BUMPS
MOUSE-CAGE BELTED TO
MESHED GEARS AND CONVEY-
OR. CONVEYOR PROPELS MEL
OVER LOWER GATOR.



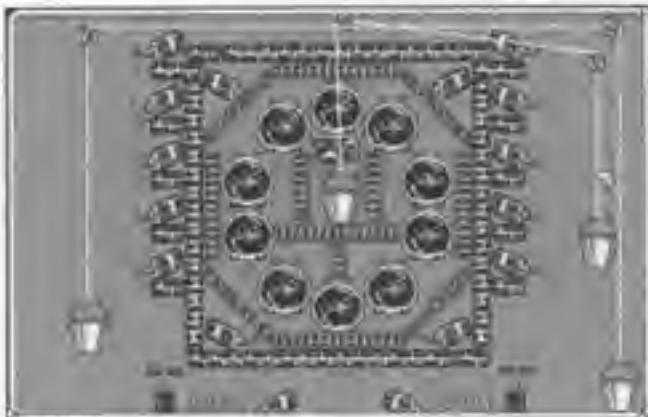
PUZZLE 103 : WRANGLE
FILL BOTH GAPS WITH BRICK,
FLOORING, SWITCH AND FAN
ACTIVATED BY FALLING MICE.
CATS CHASE MICE TOWARDS
FAN, MICE BLOWN INTO CAVE.



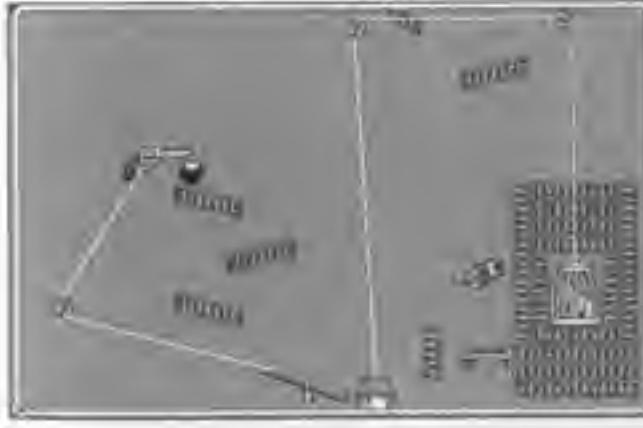
PUZZLE 106 : YODEL
NEED TO EXPLODE WOODEN
FLOORING BELOW BUCKET.
SEEGAW, LIGHT BULB, ROPE
AND LENS DO THE REST. KEY:
LIGHT BULB AND LENS PLACEMENT
IS TIGHT. FIRST PLACE
LIGHT HANGING DOWNWARD
BEFORE PLACING LENS.



PUZZLE 104 : KUDOS
SET UP CANNON / LENS/
FLASHLIGHT/ BASEBALL ON
RIGHT. RUN PUZZLE.
WATCH CANNONBALL GO OFF
SCREEN ON LEFT. PUT AN
INCLINE THERE. PLAY WITH CAN-
NON PLACEMENT AND TRY TRY
AGAIN.



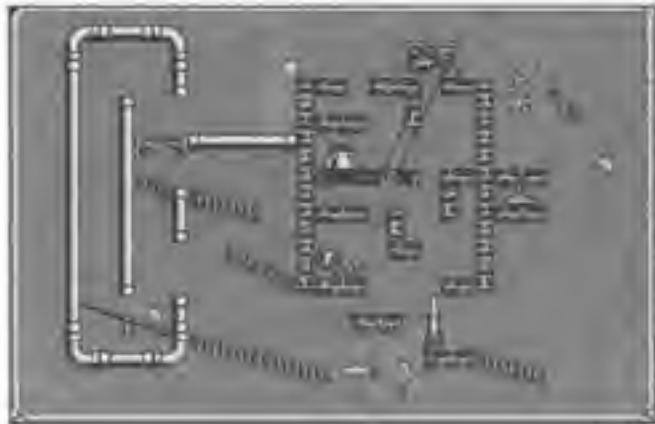
PUZZLE 105 : CULDESAC
PULL BUCKET UPWARD TO
BUMP MOUSE-CAGE. 2 PUL-
LEYS, 2 BUCKETS, BASEBALL
AND ROPE DO THE TRICK.



PUZZLE 107 : XYLOPHONE
BLOW UP TOP OF WOODEN
PRISON TO MAKE PATH FOR
BIRD CAGE. TRAMPOLINE AND
INCLINE DEFLECTS DYNAMITE
TO TOP OF PRISON. USE
INCLINES TO DELAY CANNON-
BALL FROM TILTING SEESAW
AND SHOOTING GUN AT DYNA-
MITE. TIE FALLING BUCKET
THROUGH 2 PULLEYS ALREADY
ON-SCREEN TO BIRD CAGE.

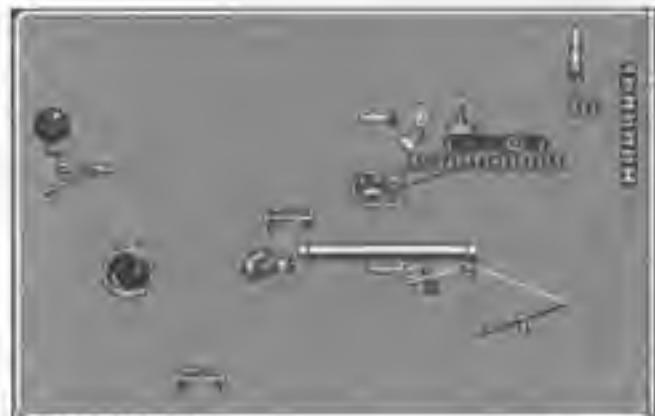


PUZZLE 108 : MONKEY
PUT CANNONBALL IN LEFT BUCK-
ET SO BUCKET LANDS ON JACK-
IN-BOX BELTED TO MOUSE-
CAGE. JACK-IN-BOX TOSSES
LEFT BUCKET UP, BUCKET FALLS
RIGHT BUCKET RIBS, ALLOWS
CANNONBALL TO FIT SNUGLY IN
BUCKET. PULLS LEFT BUCKET UP
INTO FISHBOWL.



PUZZLE 109 : HEIST
PLACE A TRAMPOLINE IN THE GAP TO THE LEFT OF THE HORIZONTAL PIPE. PUT A BEESAW UNDER THE BOTTOM BASEBALL. PLACE A ROCKET ON LOWEST BRICK WALL. USE FLASHLIGHT AND MAGNIFYING GLASS TO LIGHT THE ROCKET. PLACE A CONVEYOR BELT UNDER THE TEAPOT. BELT THE CONVEYOR TO A MOUSE-CAGE PLACED ON THE TOP BRICK WALL.

PUZZLE 110 : CAPTURE
MOUSE-CAGE IS ONLY RUNNING PIECE. BELT MOUSE-CAGE TO JACK-IN-BOX. CAT THROWN INTO RIGHT BUCKET GATES BUCKET TILTS BEESAW, PULLING MONKEY SHADE OPEN. MONKEY TURNS MESHED GEARS. CONVEYING CANNON-BALL ONTO PLUNGER TO BLOW PATH FREE FOR MICE. MESHED GEARS ALSO CONVEYS CAT DOWN TO CHASE MICE OFF LEDGE.



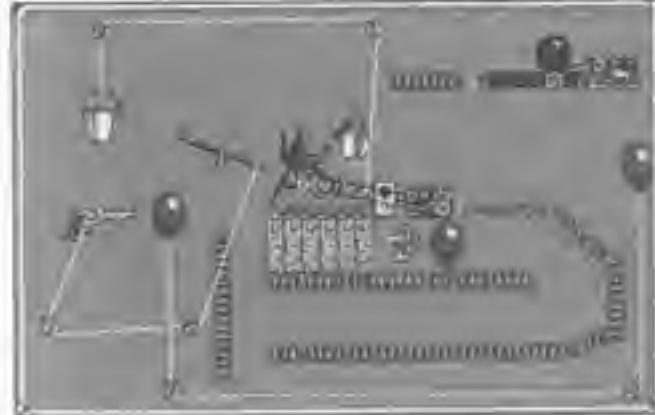
PUZZLE 111 : PURSE
PLACE BELLOWS UNDER THE BOWLING BALL. PLACE A TRAMPOLINE ABOVE AND TO THE RIGHT OF THE BOXING GLOVE. BELT THE MOUSE-CAGE TO A CONVEYOR BELT PLACED ON THE WOOD WALL TO THE RIGHT OF THE MOUSE-CAGE. PUT A CANDLE ON THE LEFT END OF THE CONVEYOR BELT. PUT THE FLASHLIGHT ABOVE THE MOUSE-CAGE. THE TRICK IS THE PLACEMENT OF THE TRAMPOLINES AND THE FLASHLIGHT SO THE BOWLING BALL BOUNCES FROM BOTH TRAMPOLINES ONTO THE FLASHLIGHT.

PUZZLE 112 : HOBBY

LOWER CANNONBALL TILTS BEESAW, LIGHTING LIGHT BULB, LIGHTING CANDLE, BOILING KETTLE TO START MOVING B-BALL. NEED TO BLOCK "HOLE" WITH LEFT BUCKET. TIE BUCKETS TOGETHER THROUGH 2 PULLEYS. PUT CONVEYOR ABOVE LEFT BUMPER. PUT SWITCH BELOW LEFT BUMPER SO B-BALL FLIPS SWITCH ON PLUG MOTOR INTO SWITCH. DON'T BLOCK B-BALL'S PATH. MOTOR TURNS CONVEYOR, DROPPING TOP CANNONBALL INTO RIGHT BUCKET. KEY INCLINE NEXT TO SWITCH DEFLECTS B-BALL INTO HOLE.

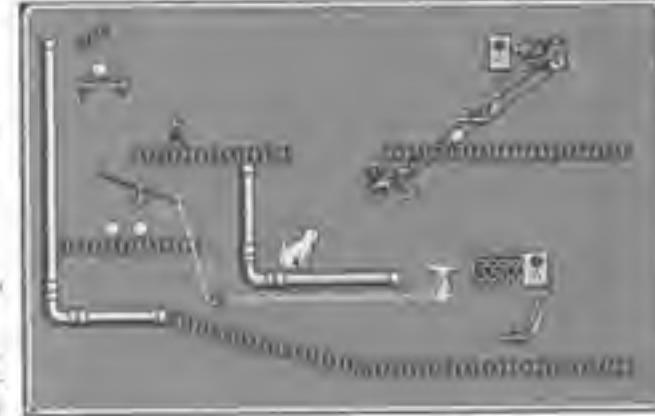


PUZZLE 113 : DEIFY
BELT GENERATOR TO MONKEY. FAN BELOW GENERATOR BLOWS BALLOON OVER AND UP TO SEESAW. SEESAW SHOOTS GUN, BURSTS LEFT BALLOON. RIGHT BALLOON RISES TO BUMP MOUSE-CAGE BELTED TO CONVEYOR. CONVEYOR UNDER BOWLING BALL SENDS BALL TO BONK MONKEY.



PUZZLE 114 : MERGANSER

PUT A TRAMPOLINE DIRECTLY UNDER THE FALLING TENNIS BALL. PUT A MOUSE-CAGE NORTHEAST OF THE CAT SO THE TENNIS BALL BUMPS IT. BELT THE MOUSE-CAGE TO THE GENERATOR. PLUG A VACUUM INTO THE GENERATOR TO CAPTURE THE UPPER-RIGHT TENNIS BALL. THE SEE-SAW PULLS A ROPE THROUGH A PULLEY TO LIGHT THE LIGHT BULB TO POWER THE SOLAR-CELL. PLUG A VACUUM INTO THE SOLAR-CELL TO SUCK UP THE REMAINING TENNIS BALLS THAT MEL PUSHES DOWN TO IT.





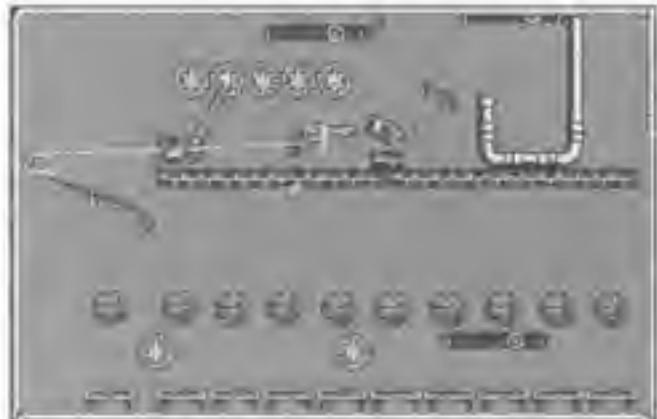
PUZZLE 115 : SEAL

FALLING BASEBALL TILTS WINDMILL PLACED TO THE RIGHT OF THE LIGHT SWITCH BELT WINDMILL TO THE CONVEYOR BELT UNDER CANNON BALL. TIE A ROPE FROM THE CANNON PLACED TO THE RIGHT OF THE BASE BALLS BELT THE MOUSE-CAGE ON THE RIGHT TO THE CONVEYOR BELT BELT THE BOTTOM LEFT CONVEYOR BELTS TO THE GEARS. TIE A ROPE FROM THE LIGHT BULB TO A SEESAW PLACED IN THE GAP TO THE LEFT OF THE MOUSE. TIE A ROPE THROUGH TWO PULLEYS TO A BUCKET PLACED ABOVE THE RIGHT MOUSE-CAGE.



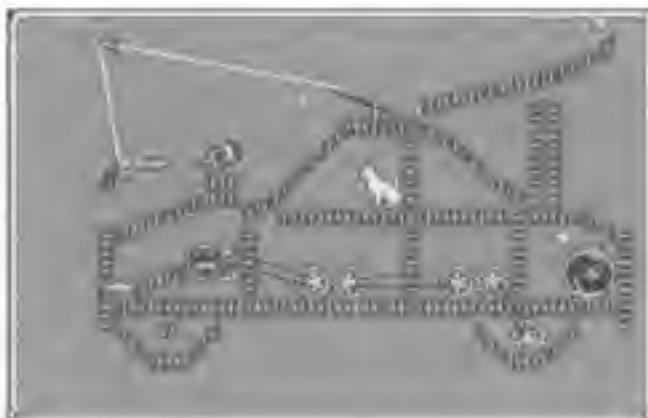
PUZZLE 116 : PRIMORDIAL

PUT LOWER END OF IT'S SEESAW ALMOST UNDER BASKETBALL. IF SEESAW IS UNDER BASKETBALL, SOLUTION WON'T WORK. AIM GUN AT RIGHT OF BUCKET. PUT PULLEY ABOVE SEESAW. RE UPPER END OF SEESAW THROUGH TWO PULLEYS TO RIGHT GEAR. TIE BALLOON TO LOWER END OF SEESAW TO TILT SEESAW TO FLIP BASKETBALL INTO AIR. SEESAW ALSO SHOOTS GUN AT BUCKET. BUCKET AND BASKETBALL MEET AT LEFT GUN.



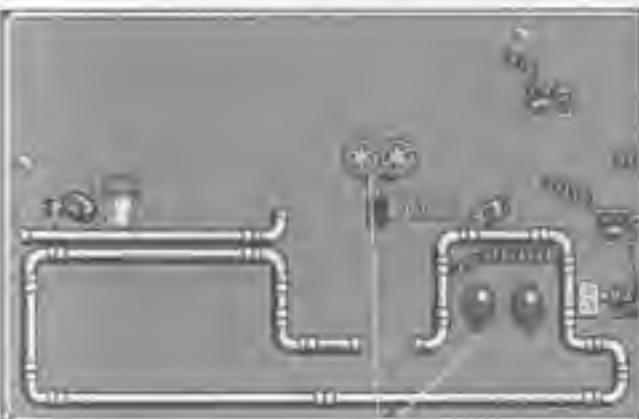
PUZZLE 118 : CONTRAPTION

NEED TO EXPLODE BRICK FLOOR TO CREATE PATH BETWEEN BASKETBALL AND GOAL. PUT DYNAMITE ON EXTRA BRICK LEDGE "BUMP". AIM GUN AT DYNAMITE. TIE GUN THROUGH PULLEY TO SEESAW. BASKETBALL TRAMPS LINES UP TO SEESAW. EXPLODING DYNAMITE. PUT A SMALL INCLINE TO THE RIGHT OF THE DYNAMITE.



PUZZLE 117 : FLAX

PUT STRETCHED INCLINE IN GAP SO BASEBALL FALLS ONTO WOODEN FLOOR ABOVE CAT. PUT IT'S SEESAW ABOVE WOODEN FLOOR ABOVE CAT. PUT DYNAMITE ON "ENGINE BLOCK" BUMP. AIM GUN AT DYNAMITE. TIE GUN THROUGH PULLEY TO SEESAW. BASEBALL EXPLODES DYNAMITE. BUMP'S MOUSE-CAGE AND FALLS ON FLASHLIGHT. MOUSE-CAGE BELTED TO MESHED GEAR. TURNS "WHEEL" GEAR.



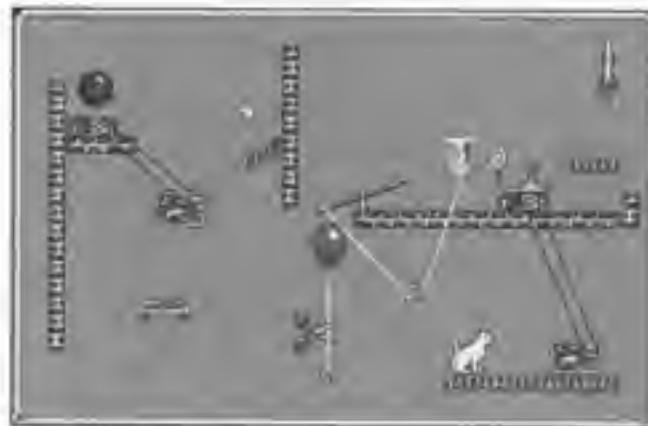
PUZZLE 119 : RAVE

THIS ONE LOOKS A LOT HARDER THAN IT IS! FLIP DYNAMITE PLUNGER AND PLACE UNDER GEARS. TIE A ROPE TO THE HANDLE OF PLUNGER, THROUGH PULLEY TO LEFT BALLOON.



PUZZLE 120 : HYACINTH

PLACE A SEESAW ABOVE IN THE GAP TO THE RIGHT OF THE TOP ALLIGATOR. PLUG A VACUUM IN TO THE RIGHT OF THE LIGHT SWITCH. PUT A BOUNCING GLOVE ABOVE MEL. PUT A TRAMPOLINE TO THE RIGHT OF THE BOTTOM WOOD FLOOR.



PUZZLE 121 : SPIDER
TIE LIGHT BULB AND PULLEY TO SEESAW, PUT SCISSORS BELOW BALLOON TO SWING ROPE. BASEBALL CAN BUMP A PLACED MOUSE-CAGE CONVEYING BOWLING BALL TO GLANCE OFF SCISSORS TO CUT ROPE. LENS IS TOO FAR FROM ROCKET, SO MUST PROPEL LIT CANDLE TO ROCKET. KEY: BOWLING BALL MUST DEFLECT OFF SCISSORS TO BUMP CAT TO ACTIVATE MOUSE-CAGE TO PROPEL CANDLE.

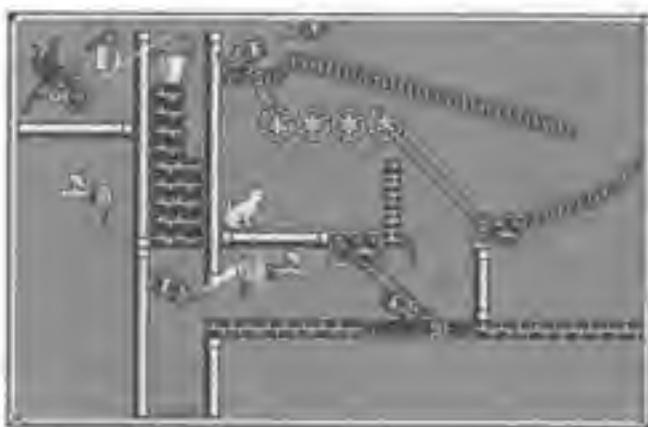


PUZZLE 124 : GRATE

WORK AROUND LENS. PUT LIGHT BULB LEFT OF LENS, TIE TO SEE-SAW. PUT CANDLE RIGHT OF LENS, PUT WOODEN FLOOR UNDER CANDLE. PUT BOXING GLOVE UNDER FALLING BOWLING BALL TO DEFLECT ONTO SEE-SAW TO LIGHT LIGHT BULB. NOW NEED TO THROW LIT CANDLE UP TO ROCKET FUSE. PUT PLUNGERED DYNAMITE UNDER CANDLE'S WOODEN FLOOR. PUT BOWLING BALL IN RIGHT BUCKET TO LOWER BUCKET TO PLUNGER AND FINISH PUZZLE.



PUZZLE 122 : YAMMER
PUT DYNAMITE ON BRICK LEDGE UNDER BOWLING BALL. AIM GUN AT DYNAMITE, TIE GUN TO UPPER END OF SEE-SAW. JACK-IN-BOX TO MOUSE-CAGE TO FLIP AND TRAMPOLINE CAT ONTO CONVEYOR. WOODEN FLOOR AND INCLINE CAN GUIDE PROPELLED CAT ONTO SEE-SAW. PROPEL CAT BY BELTING CONVEYOR TO WIND MILL. TURN WINDMILL WITH FAN CONNECTED TO SWITCH THAT MOUSE FALL ON (BEFORE MOUSE LANDS ON MOUSE-CAGE).



PUZZLE 123 : NERVE
TIE ROPE BETWEEN MONKEY'S SHADE AND BUCKET. PUT SMALL CONVEYOR UNDER DYNAMITE TO RIGHT OF BUCKET. USE TWO LARGE INCLINES TO FILL GAPS. PUT LARGE CONVEYOR UNDER BOTTOM RIGHT DYNAMITE. PUT FOUR MESSED GEARS IN THE GAP ABOVE THE CAT. PLACE MOUSE-CAGE IN THE GAP TO THE RIGHT OF THE PIPE. THE CAT IS ON AND BELT TO THE BOTTOM CONVEYOR. PLACE A MOUSE-CAGE ON THE TOP OF PIPE TO THE RIGHT. BELT MOUSE-CAGE AND UPPER CONVEYOR TO GEARS. PUT BASEBALL ABOVE THE LEFT FLASHLIGHT.

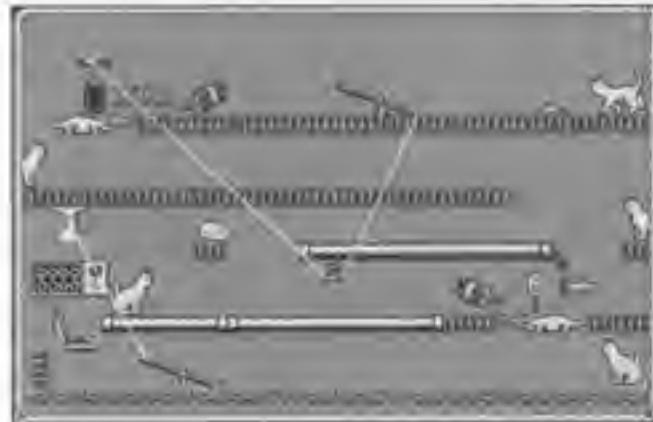


PUZZLE 125 : EMULSION

PUT 'T SEE-SAW ABOVE BALLOON. AIM GUN (BELOW BALLOON) TO RIGHT SO BULLET COULD HIT PIPE. PUT PULLEY TO LEFT OF GUN. TIE ROPE BETWEEN LOW END OF SEE-SAW THROUGH PULLEY TO GUN. KEY: PUT DYNAMITE BELOW AND TO LEFT OF MOUSE TO BLOW MOUSE OVER BRICK INTO PIPE. PUT CONVEYOR UNDER DYNAMITE. CONVEYOR MAY BE PARTIALLY OFF BOTTOM OF SCREEN.



PUZZLE 126 : INPUT
THE MOUSE IS BLOWN AND BREAKS THE FISHBOWL EITHER THE CAT OR THE MOUSE TILTS THE SEE-SAW TO PUSH THE PLUNGER AND EXPLODE THE DYNAMITE. THE FALLING CANNONBALL TILTS THE SEE-SAW TO LIGHT THE LIGHT BULB. THE CANDLE IS BLOWN LEFT AND IS LIGHT BY THE LIGHT BULB. THE JACK-IN-THE-BOX PUNS THE LT CANDLE UP TO THE ROCKET. THE ROCKET LIGHT THE UPPER CANDLE, POWERING THE UPPER SOLAR-CELL, TO CONVEY THE LT CANDLE RIGHT. THE RIGHT CANNONBALL FALLS ONTO THE FLASHLIGHT TO FIRE THE CANNON.



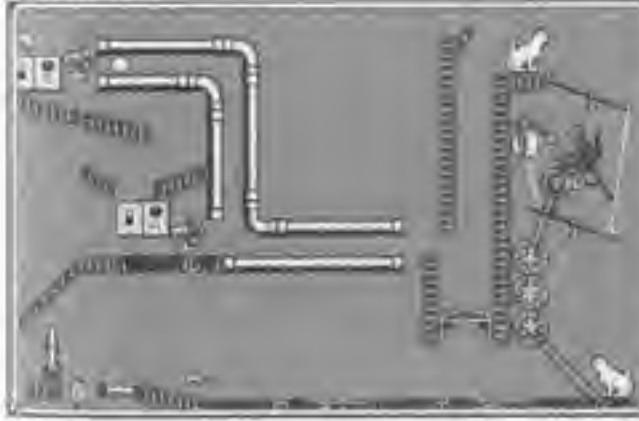
PUZZLE 127 : PARADISE
PLACE "T" SEESAW LEFT OF MOUSE, PUT PULLEY UNDER METAL PIPE. TIE LOWER END OF SEESAW THROUGH PULLEY TO PLUNGER. THIS SHOULD ALLOW MOUSE TO FALL DOWN A LEVEL AND BE CHASED AND FALL AGAIN. PUT FLASHLIGHT ABOVE LOWER GATOR'S TAIL. PUT LENS ABOVE LOWER GATOR'S NECK. PUT DYNAMITE LEFT OF LOWER GATOR'S MOUTH. PUT LIGHT BULB ABOVE SOLAR PANEL, TIE ROPE BETWEEN LIGHT BULB AND BOTTOM SEESAW.



PUZZLE 130 : BRAWL
BUILD BRIDGE FOR MEL USING SEESAWS. PLACE TRAMPOLINE A BIT OFF-SCREEN LEFT OF CANNON MUZZLE TO TOSS MEL UP TOP. PLACE SEESAW IN TOP GAP. PUT FLASHLIGHT LEFT OF LENS TO LIGHT CANDLE FOR MEL TO KNOCK OFF LEDGE TO LIGHT CANNON.



PUZZLE 128 : SAMURAI
SIMPLEST SOLUTION: PUT LIGHT BULB RIGHT OF LENS. RE-LIGHT BULB THROUGH PULLEYS TO FALLING BUCKET!



PUZZLE 131 : ASIDE
PUT SWITCH SLIGHTLY OFF-SCREEN UNDER BASEBALL SO FAN CAN BLOW TENNIS BALL. SWITCH AND FAN ABOVE UPPER CONVEYOR. USING INCLINE TO GUIDE BASEBALL, BLOWS TENNIS BALL TO TRAMPOLINE AND TOP CAT. PUT "T" SEESAW FOR TOP CAT TO STEP ONTO. PLACE "T" SEESAW UNDER MONKEY. TIE SEESAWS' RIGHT ENDS TOGETHER SO MONKEY CYCLES. TURNING MESHED GEARS, CONVEYING CAT TO MOUSE. MOUSE ACTIVATES FLASHLIGHT, FIRING ROCKET.



PUZZLE 129 : CHAOS
NEED TO DEFLECT BASEBALL TO SWITCH ALREADY ON-SCREEN TO START SOLUTION. PUT GATOR'S MOUTH BELOW BASEBALL TO DEFLECT IT TO OTHER GATOR AND THEN TO SWITCH. FAN CONNECTED TO SWITCH BLOWS WINDMILL, TURNING GENERATOR, BLOWING ANOTHER FAN/WINDMILL/GENERATOR, BLOWING TENNIS BALL OFF LEDGE DOWN TO FLASHLIGHT, FIRING ROCKET. KEY: DON'T BLOCK ROCKET PATH WITH FANS. PLACE FANS ABOVE GENERATORS.



PUZZLE 132 : AXIS
NEED TO DEFLECT BASEBALL TO SWITCH ALREADY ON-SCREEN TO START SOLUTION. PUT GATOR'S MOUTH BELOW BASEBALL TO DEFLECT IT TO OTHER GATOR AND THEN TO SWITCH. FAN CONNECTED TO SWITCH BLOWS WINDMILL, TURNING GENERATOR, BLOWING ANOTHER FAN/WINDMILL/GENERATOR, BLOWING TENNIS BALL OFF LEDGE DOWN TO FLASHLIGHT, FIRING ROCKET. KEY: DON'T BLOCK ROCKET PATH WITH FANS. PLACE FANS ABOVE GENERATORS.

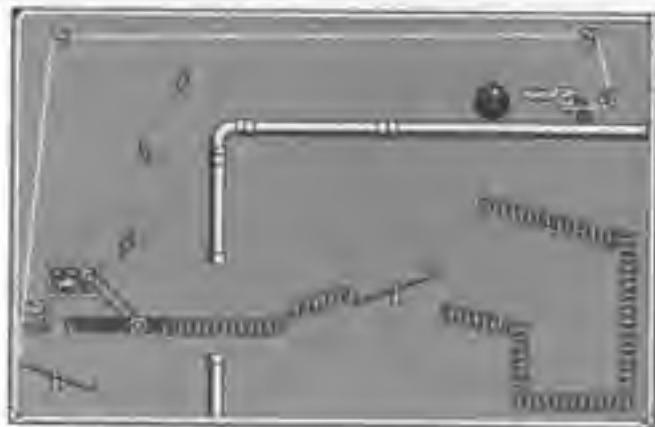
PUZZLE 133 : OFFBEAT

THE RIGHT BUCKET LOWERS TO BUMP THE MOUSE-CAGE TO CONVEY THE BASKETBALL DOWN THE INCLINES. PUT AN INCLINE IN THE GAP SOUTHWEST OF THE RIGHT BUCKET. THE KEY POINT IS TO MAKE SURE THIS INCLINE ISN'T TOO BIG TO BLOCK THE LOWERING RIGHT BUCKET FROM BUMPING THE MOUSE-CAGE. YOU CAN USE SOME EXTRA INCLINES TO HELP GUIDE THE FALLING BASKETBALL INTO THE GOAL. MAKE SURE THE EXTRA INCLINES DON'T BLOCK THE RIGHT FALLING BOWLING BALL.



PUZZLE 134 : QUIP

PUT GUN POINTING LEFT TO RIGHT OF BOWLING BALL. PUT UPPER END OF "T" SEESAW UNDER BASKETBALL. TIE UPPER END OF SEESAW THROUGH PULLEYS TO GUN. PLACE CONVEYOR TO RIGHT OF BASKETBALL. KEY: CONNECT MOUSE-CAGE, POINTING RIGHT, ABOVE CONVEYOR SO BOWLING BALL BUMPS IT AND IS PROPELLED RIGHT. BELT MOUSE-CAGE AND CONVEYOR TOGETHER. USE INCLINE AND SEESAW TO BRIDGE GAP FOR BOWLING BALL TO REACH WOODEN "BUCKET".



PUZZLE 135 : NEWMAN

PLACE "T" SEESAW UNDER MOUSE SO MEL FLIPS IT AFTER HE MAKES BOXING GLOVE BREAK. FISHBOWL POKEY WILL BOUNCE AROUND FOR A WHILE AND THEN CHASE MOUSE. BASEBALL WILL FLY OUT RIGHT OVER POKEY AND INTO BUCKET.



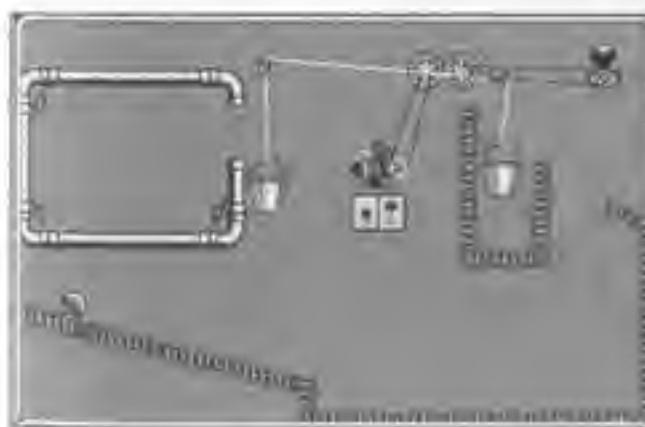
PUZZLE 136 : SLOPE

PUT PLUNGER ABOVE BRIDGE. PUT ROCKET ON THE SMALL WOOD WALL TO THE RIGHT OF THE MAGNIFYING GLASS. MESH TWO GEARS ON EITHER SIDE OF THE GEAR BELT. THE FAR LEFT GEAR TO THE JACK-IN-THE-BOX PLACED NEXT TO THE MOUSE-CAGE. BELT THE FAR EIGHT GEAR TO A CONVEYOR PLACED UNDER THE BOWLING BALL. BELT THE MIDDLE GEAR TO THE MOUSE-CAGE.



PUZZLE 137 : TENON

KEY: PUT SWITCH IN MIDDLE OF SCREEN IN PATH OF BOUNDING SUPER BALL JUST BEFORE IT ENTERS PIPE CAGE. PUT MESHED GEARS HALFWAY BETWEEN PULLEY AND CANNONBALL. PUT PULLEY TO RIGHT OF MESHED GEARS. PLUG MOTOR INTO SWITCH. BELT TO MESHED GEARS, BELT GEAR TO SMALL CONVEYOR UNDER CANNONBALL. PUT BUCKET BELOW EACH PULLEY, BEFORE THE MOTOR. TIE BUCKETS THROUGH PULLEYS. DON'T LET BUCKET BLOCK SUPER BALL'S PATH INTO PIPE CAGE. SUPER BALL FLIPS SWITCH, ENTERS PIPE CAGE, MOTOR TURNS GEARS, FLIPS CANNONBALL INTO RIGHT BUCKET, LIFTING LEFT BUCKET TO BLOCK PIPE CAGE ENTRANCE.



PUZZLE 138 : CROSSCUT

FALLING BASKETBALL CAN TILT SEE-SAW TO LIGHT LIGHT BULB/TANDLE AND ALSO SHOOT GUN. GUN SHOOTS DYNAMITE UNDER BUCKET. BUCKET CAN BE TIED THROUGH PULLEY TO EVERNOOK. BUCKET WILL SWING DOWN, BUMPING BOWLING BALL, THIS-GERING BOXING GLOVE, PUNCHING CANDLE, FIRING CANNON. KEY: PLACE BUMPER TO RIGHT OF CANNON MUZZLE TO DEFLECT CANNONBALL TO OTHER BUMPER.

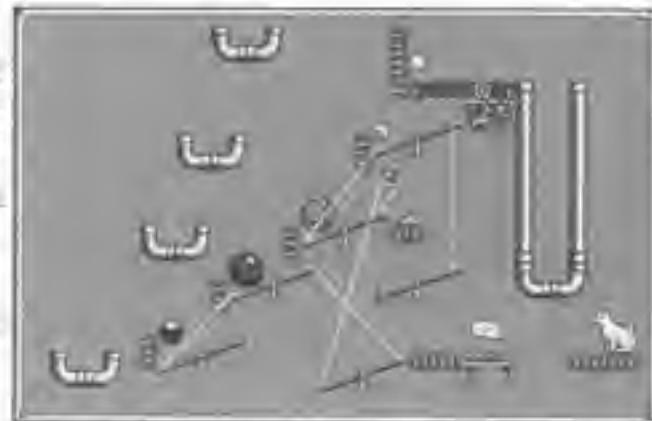




PUZZLE 139 : NORM
PUT MOUSE-CAGE TO LOWER
RIGHT GEAR. PUT JACK-IN-BOX
UNDER BASEBALL. BELT UPPER
GEAR TO JACK-IN-BOX. PUT 17'
SEESAW UNDER FISHBOWL.
JACK-IN-BOX FLIPS BASEBALL
OVER TO TILT SEE-SAW TO
BREAK FISHBOWL.

PUZZLE 140 : HOUSE

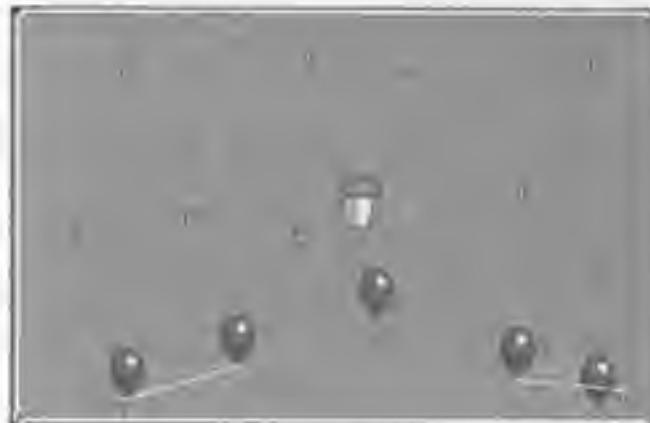
PUT LOWER END OF 17' SEESAW UNDER
CANNONBALL-BOWLING BALL-BAGEL-
BALL AND BASEBALL. PUT TRAMPOLINE
UNDER CHEESE. NOW, PUT LONG CONVEYOR
UNDER TENNIS BALL. BELT A MOUSE-GAGE
UNDER CONVEYOR. HE LOWER END OF DAN-
NONBALL-BOWLING BALL SEESAWS
TOGETHER. TIE LOWER END OF BASKETBALL
AND BASEBALL SEESAWS TOGETHER. TIE
UPPER END OF BOWLING BALL SEESAW TO
UPPER END OF LOWEST SEE-SAW. PUT PA-
LEY ABOVE BASKETBALL SEESAW'S UPPER
END. TIE BASKETBALL SEESAW'S UPPER
END THROUGH PULLEYS TO LOWER END OF
LOWEST SEE-SAW. PUT 17' SEE-SAW UNDER
MOUSE ON FRIDGE AND TIE RIGHT END TO
BASEBALL SEESAW.



PUZZLE 141 : MACARONI
PUT CONVEYOR UNDER ALL MICE.
ATTACH BELTS TO GEARS CLOCK-
WISE FROM TOP. ADD GEAR TO
CENTER OF GEARS, THEN ATTACH
A BELT TO A MOUSE CAGE
PLACED TO THE TOP LEFT OF THE
LARGE WOOD WALL. PLACE LIGHT
BULB AND MAGNIFYING GLASS
NEXT CANDLE AND TIE ROPE FROM
THE LIGHT BULB TO THE SEE-SAW.
ATTACH ROPE FROM CAGE TO EYE
HOOK, PLACED ABOVE FOR ALL
GATES.

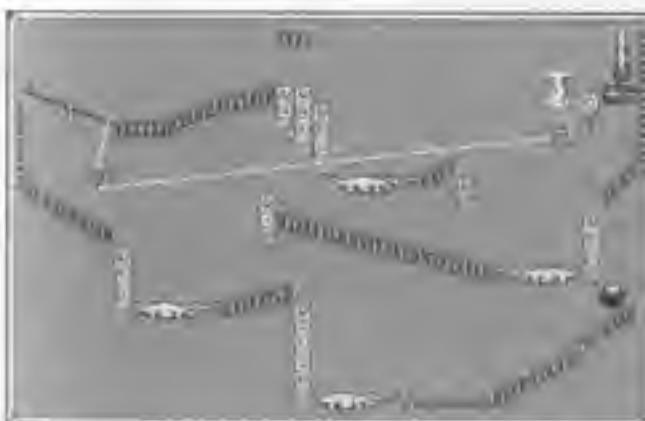
PUZZLE 142 : TALON

PUT EYEHOOKS NEAR BAL-
LOONS ON FAR LEFT AND FAR
RIGHT. TIE SECOND BALLOON
FROM LEFT TO LEFT EYEHOOK.
TIE SECOND BALLOON FROM
RIGHT TO SIGHT EYEHOOK.
PUT BUCKET ABOVE MIDDLE
BALLOON. LEFT BALLOON
SHOULD BE TRAPPED AGAINST
LEFT NAIL BY SECOND BALLOON.
FROM LEFT, RIGHT BALLOON
SHOULD BE PUSHED OFF
SCREEN. MIDDLE BALLOON
SHOULD RISE OFF-SCREEN
AFTER PUSHED BY BUCKET.



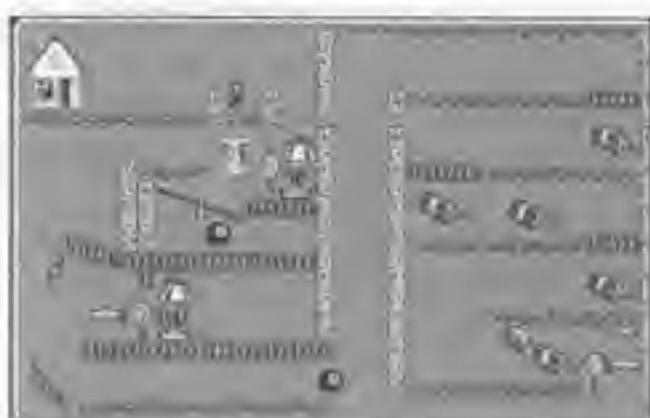
PUZZLE 143 : BEAR

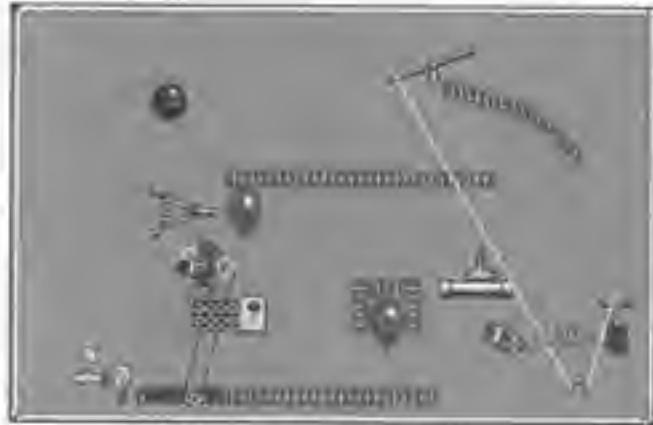
USE GATORS TO FILL GAPS
AND TOSS CANNONBALL UP
WITH THEIR JAWS TO TILT SEE-
SAW TO LIGHT ROCKET.
PUT LIGHT BULB TO LEFT OF
LENS. PUT PULLEY UNDER
LIGHT BULB AND UNDER SEE-
SAW. TIE LOWER END OF SEE-
SAW THROUGH PULLEYS TO
LIGHT BULB. CANNONBALL
FLITS SEE-SAW, LIGHTS LIGHT
BULB, FIRING ROCKET.



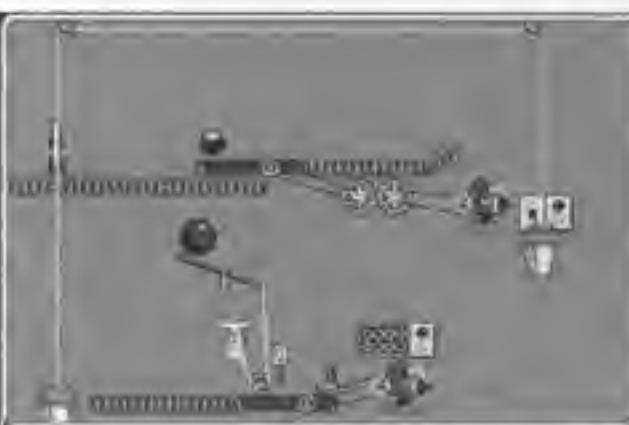
PUZZLE 144 : BIRETTA

CLEAR PATH FOR SUPER BALL
BY EXPLODING WOODEN FLOOR-
ING. PUT DYNAMITE ABOVE
MOUSE AND GRASS. PUT 2 OR 3
DYNAMITES ABOVE DYNAMITE
ABOVE MOUSE. PUT DYNAMITE
UNDER UPPER-RIGHT WOODEN
PLATFORM. PUT LENS HIGH TOP
FLASHLIGHT. TIE CANDLE TO
RIGHT OF LENS. PUT KETTLE
POINTING RIGHT ABOVE CANDLE.
PUT B-BALL UNDER SEE-SAW'S
LOW END. PUT LIGHT BULB TO
LEFT OF UPPER LENS. TIE TO
SEE-SAW'S UPPER END. PUT CAN-
DELE IN DER UPPER KETTLE.

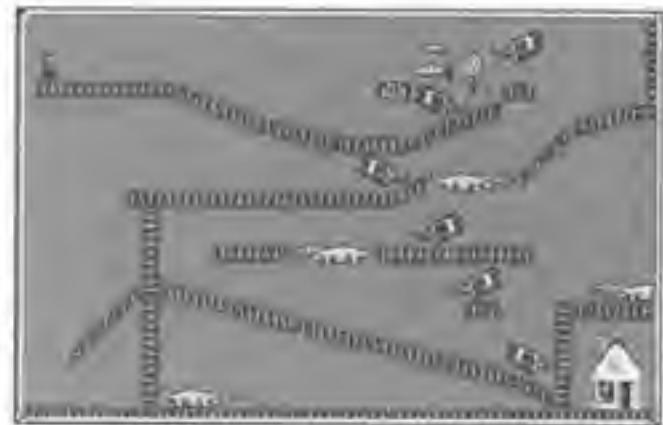




PUZZLE 145 : FREQUENT
AIM BELONGS AT UPPER BALLOON AND PUT UNDER BOWLING BALL. PUT PULLEY UNDER PLUNGER. TIE LOWER END OF SEE-SAW THROUGH PULLEY TO PLUNGER. PLACE CONVEYOR LEFT OF WOODEN FLOOR. PUT FLASHLIGHT POINTING RIGHT UNDER BASEBALL. PUT LENS TO RIGHT OF FLASHLIGHT. PUT SOLAR PANEL ABOVE CONVEYOR. PLUG IN MOTOR ABOVE SOLAR PANEL (WHITE WHEEL TO RIGHT). BELT MOTOR TO CONVEYOR.



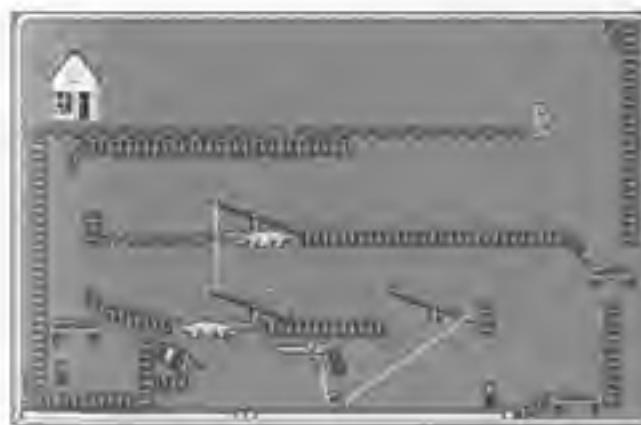
PUZZLE 148 : HIATUS
PUT "V" SEE-SAWS UPPER END UNDER BOWLING BALL. PUT LIGHT BULB LEFT OF LENS. PUT PULLEY BELOW LIGHT BULB. TIE LIGHT BULB THROUGH PULLEY TO LOW END OF SEE-SAW. PUT CANDLE RIGHT OF LENS. PUT MOTOR RIGHT OF CANDE. PLUG IN SOLAR CELL ABOVE MOTOR. BELT MOTOR TO CONVEYOR. FIT SWITCH (SWITCH DOWN) ABOVE RIGHT BUCKET. PLUG MOTOR INTO SWITCH. PUT 2 MESHED GEARS LEFT OF MOTOR. PUT CONVEYOR UNDER GANNONBALL. BELT TO MESHED GEARS.



PUZZLE 146 : STREAM
WORK AROUND LENS. PUT FLASHLIGHT LEFT OF LENS, POINTING RIGHT. PUT MOUSE ABOVE FLASHLIGHT. PUT WOODEN PLATFORM RIGHT OF LENS. PUT DYNAMITE UNDER FLASHLIGHT. PUT CONVEYOR LEFT OF DYNAMITE UNDER FLASHLIGHT TO HOLD IT IN PLACE. PUT DYNAMITE LEFT OF UPPER GATOR. PUT DYNAMITE UNDER UPPER GATOR. PUT WOODEN PLATFORM TO LEFT OF RIGHTMOST GATOR. PUT DYNAMITE ON PLATFORM. PUT DYNAMITE LEFT OF MOUSE.



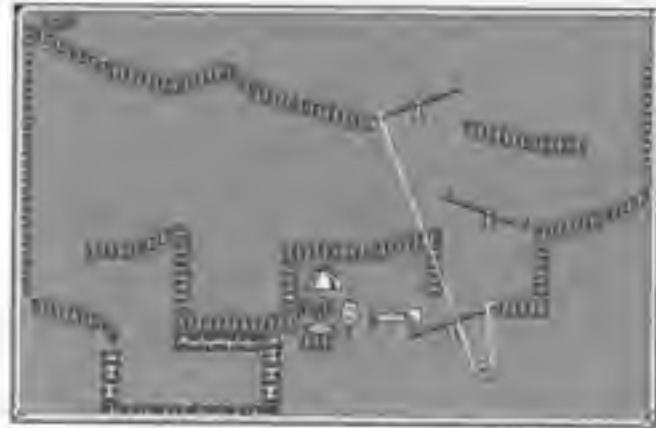
PUZZLE 147 : UMIAK
PUT BASEBALL ABOVE FLASHLIGHT TO LAUNCH ROCKET. KEY. PUT BOXING GLOVE ABOVE ROCKET TO DEFLECT IT RIGHT TO INCLINES. PUT "V" INCLINES TO LEFT AND RIGHT OF ON-SCREEN INCLINES.



PUZZLE 149 : CREEK
PUT TRAMPOLINE IN GAP TO RIGHT OF RIGHT MEL. PUT "V" SEE-SAW IN GAP TO RIGHT OF LOWER GATOR. PUT DYNAMITE ON LEDGE UNDER LOWER GATOR. AIM GUN AT DYNAMITE. PUT PULLEY UNDER GUN. TIE ROPE FROM GUN THROUGH PULLEY TO SEE-SAW'S LOWER END. PUT "V" SEE-SAW ABOVE MOUTH OF LOWER GATOR. PUT "V" SEE-SAW ABOVE NECK OF UPPER GATOR. TIE GATORS' SEE-SAWS' HIGH ENDS TOGETHER. PUT TRAMPOLINE ABOVE LEFT MEL. PUT TRAMPOLINE IN GAP BETWEEN WOODEN WALLS.

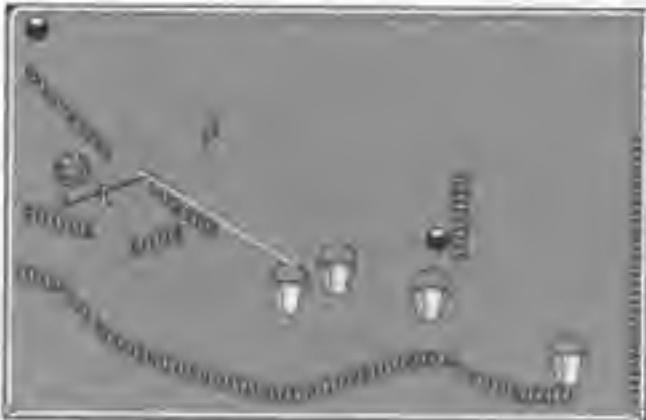


PUZZLE 150 : CROQUET
MEL DOES TRIPLE DUTY HERE. HE LIGHTS THE CANDLE, SETS OFF THE DYNAMITE, AND STARTS KELLY RIDING HER BIKE. THE TEAPOT SHOULD SLIDE TO A STOP DIRECTLY OVER THE CANDLE. YOU MAY NEED TO PLAY WITH THE DYNAMITE LOCATION.



PUZZLE 151 : ACID
USE "T" SEESAW TO FILL GAP ABOVE LOWER SEESAW.
LET BASEBALL LAND ON FLASHLIGHT, LIGHTING CANDLE, BOILING KETTLE, LIFTING BASKETBALL OVER OTHER GAP.

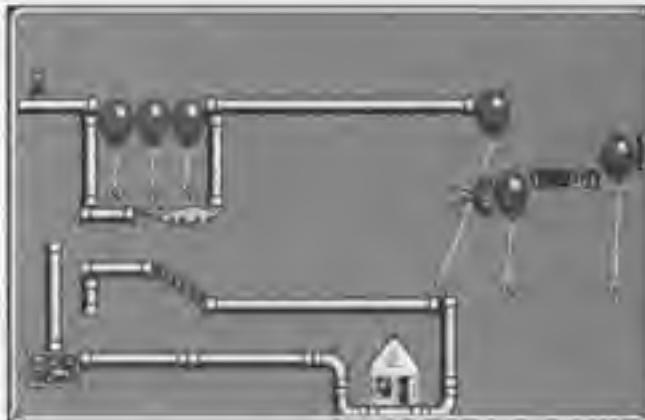
PUZZLE 152 : BABY
FANS PUSH BALLOONS,
SWITCHES POWER FANS,
BASEBALLS FLIP SWITCHES,
JUST NEED INCLINE AND CONVEYOR STRATEGICALLY PLACED
NEAR TOP CENTER OF SCREEN
TO GUIDE BALLOON DOWNWARD.



PUZZLE 153 : SEAN
PUT "T" SEESAW UNDER BASKETBALL (BARELY FITS). TIE SEE-SAWS UPPER END TO ANY FALLING BUCKET. SEE-SAW FLIPS BASKETBALL OFF-SCREEN.

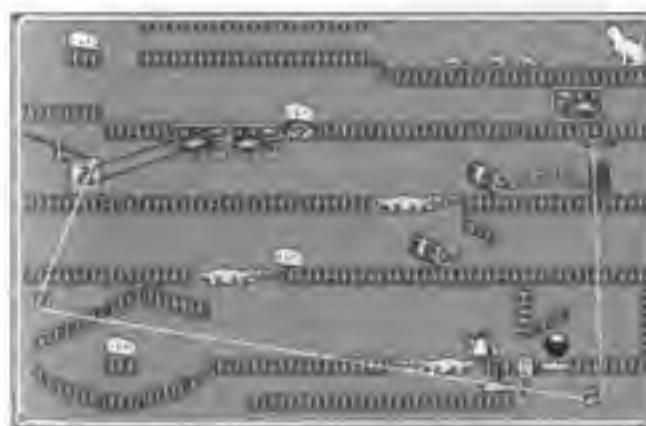
PUZZLE 154 : QUÄLM

NO INCLINES OR SEESAWS!
MAKE BALLOON BRIDGE; 3 BALLOONS BARELY FIT IN GAP ABOVE GATOR EYEHOOKS AND ROPES TIE BALLOONS IN PLACE.
TIE RIGHT BALLOON TO EYEHOOK ABOVE HOUSE. PUT TWO ANCHORED BALLOONS TO RIGHT AND LEFT OF THE CONVEYOR.
PLACE SCISSORS TO THE LEFT OF THE BOTTOM BALLOON. USE THE MOUSE-CAGE TO BLOCK THE LITTLE HOLE IN THE BOTTOM LEFT CORNER.



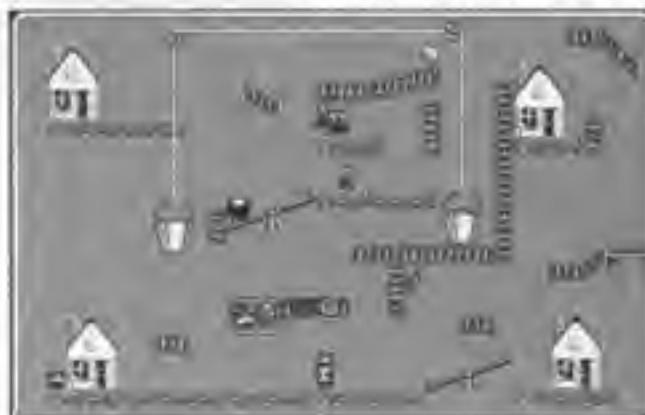
PUZZLE 155 : THIAMINE

2 MOUSE-CAGES FILL UPPER GAP.
RIGHT MOUSE-CAGE POWERS CONVEYOR TO PROPEL CHEESE. LEFT MOUSE-CAGE BELTED TO JACK-IN-BOX UNDER SEE-SAW. AS MICE FOLLOW PROPELLED CHEESE, JACK-IN-BOX TILTS SEE-SAW, PULLS ROPE CONNECTED THROUGH PULLEYS TO PLUNGER. DYNAMITE EXPLODES WOODEN FLOORS, DROPS MICE DOWN 3 LEVELS. PUT KETTLE ABOVE LOWEST GATOR'S MOUTH, PUT CANDLE UNDER KETTLE, USE LENS/FLASHLIGHT/CANNONBALL TO BOIL KETTLE. KETTLE'S STEAM CAN LIFT MICE AWAY FROM LOWEST GATOR'S MOUTH AND TO GOAL.



PUZZLE 156 : TURN

THE TRICKY PART OF THIS PUZZLE IS SEPARATING THE TOP THREE MICE. MOUSE-CAGE-CONVEYOR COMBINATION WILL SPLIT OFF TWO TO THE RIGHT. THEN THE SEE-SAW WILL SEND ONE OF THOSE UP TO THE TRAMPOLINE. PLACEMENT OF THE MOUSE-CAGE AND CONVEYOR IS IMPORTANT.

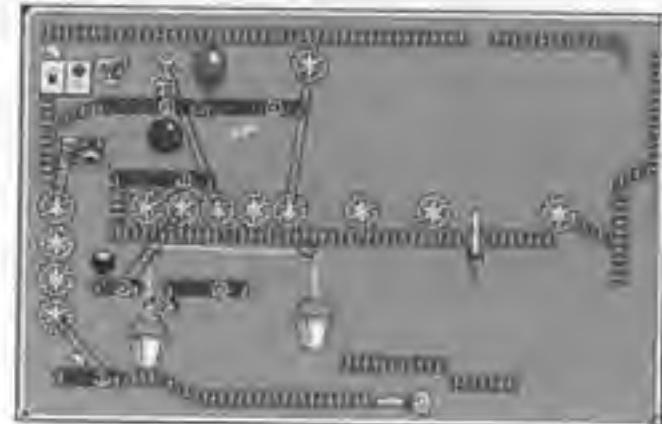




PUZZLE 157 : KANGAROO
START WITH THE OBVIOUS: PUT LENS/FLASHLIGHT NEXT TO EACH ROCKET FUSE. NEED TO SEPARATE FALLING BASEBALLS; BOXING GLOVE POINTING RIGHT DEFLECTS/PUNCHES RIGHT BASEBALL. SCISSORS ABOVE LEFT BALLOON CLEARS PATH FOR RIGHT BASEBALL. TRAMPOLINE BOUNCES RIGHT BASEBALL ONTO RIGHT FLASHLIGHT. LEFT BASEBALL ROLLS ONTO LEFT FLASHLIGHT.

PUZZLE 158 : CONTENT

THE KEY POINT IS TO PLAY WITH THE PLACEMENT OF THE BOWLING BALL TO TIME THINGS TO ALLOW THE BASEBALL TO HAVE ENOUGH MOMENTUM TO REACH THE FLASHLIGHT. PUT THE BOWLING BALL UNDER THE BALLOON TO ALLOW THIS TO HAPPEN.



PUZZLE 159 : BELLOC

USE MOUSE-CAGE TO KEEP BASEBALL ON INCLINE PATH TO REACH FLASHLIGHT. USE SERIES OF CANDLES AND LENSES TO FIRE ROCKET. BELT MOUSE-CAGE ABOVE DYNAMITE TO CONVEYOR UNDER DYNAMITE. PUT JACK-IN-BOX TO RIGHT OF UPPER, TRAMPOLINE AND INCLINE. BELT JACK-IN-BOX TO MOUSE-CAGE REFLECTING BASEBALL BACK ONTO INCLINE PATH. THIS FUNGS DYNAMITE TO TRAMPOLINE, UP TO ANOTHER MOUSE-CAGE POWERING CONVEYOR. FILL UPPER GAP WITH CONVEYORS. BELT TO 3 MESHED GEARS BELTED TO MOTOR ABOVE SOLAR PANEL.



PUZZLE 160 : AWE

FALLING BASEBALL FLICKS SWITCH, POWERING VACUUM AND MOTOR BELTED TO CONVEYOR. VACUUM TUGS MEL'S MEL'S UP TO UNDERSIDE OF CONVEYOR PROPELLING MEL'S RIGHT. MEL SNIPS SCISSORS, FREEING BALLOON, TILTING SEE-SAW, LIGHTING CANDLE, DROPPING DYNAMITE ONTO LIT CANDLE. DYNAMITE EXPLODES WOODEN FLOOR, DROPPING MEL'S DOWN A LEVEL. PUT STAIRWAY OF NAILS TO LET MEL WALK DOWN ANOTHER LEVEL. MEL WALKS ACROSS LOWEST MOUSE-CAGE BELTED TO CONVEYOR, PROPELLING BASEBALL ONTO FLASHLIGHT. FLASHLIGHT LIGHTS CANDLE, HEATING KETTLE. KETTLE STEAM LIFTS MEL'S ACROSS GAP TO HOME.





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